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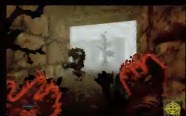


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June '97

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COVER STORY

CRASH
BANDICOOT 2!



Crash is back and we've got the first look at this fantastic sequel. Find out what's in store for everyone's favorite bandicoot, plus check out an interview with Crash's creators! It all starts on page 22!

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Can Wild Arms survive the FFVII onslaught?

NASCAR



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FEATURING:

WILD ARMS



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Will the fates be kind to this super RPG or will FFWV knock it right off the shelves? Find out on page 68!

BRAHMA FORCE



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The mechs are coming and you're in command! Check out the armored action on page 80.

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SONIC JAM



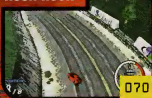
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RUSH HOUR



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DIRECTORY

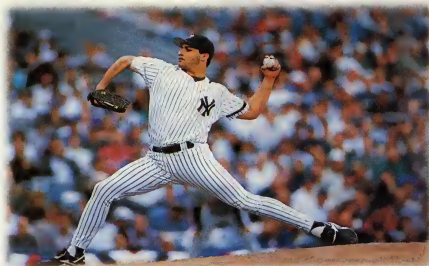
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Hit his heat...





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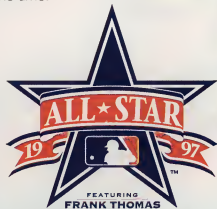
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June '97

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ASSOCIATE EDITORS
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DISC EDITOR
● **Nick Sanchez**

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NEW MEDIA BUSINESS DEVELOPMENT MANAGER
● **Mary Hopkin**

IMAGINE PUBLISHING, INC.
EDITORIAL, ART, PRODUCTION, ADVERTISING,
CUSTOMER SERVICE & MARKETING
1501 NORTH HILL DRIVE
SUNSHINE, CA 94005
PHONE: (415) 468-4684
FAX: (415) 468-4686
CUSTOMER SERVICE
PHONE: (415) 468-2500
FAX: (415) 656-2486
E-MAIL: SUBSCRIBE@GAMERPLAYERS.COM

FOR ADVERTISING INQUIRIES, CALL
ALDO GILOZZI, NATIONAL AD MGR.
PHONE: (415) 468-4684 x. 156
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ADVERTISING COORDINATOR
● **KLH Hansen**
MARKETING
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CIRCULATION COORDINATOR
● **Gail Egbert**

VP/PUBLISHING DIRECTOR
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ASSOCIATE PUBLISHER
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COMPONENT PUBLISHERS

● **Chris Anderson**

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EDITOR FRANK O'CONNOR

Well, now that the evil reign of Chris Slate is over, it's time for a new evil reign... mine! Actually, I'm slightly more insane and diabolical than he ever was. And I can dunk better, too.

And I'm biased also. My favorite game machine is the Virtual Boy and I only like games that are red. When I'm forced to play regular games, I fill a fish bowl with

fresh-squeezed cranberry juice and put it on my head. You haven't played *Tekken* until you've played it Virtual Boy-style.

This month, we're introducing a couple of groovy new things, not least of which is Francesca Reyes, the grooviest game-playin' girl in Gameland. She's helping us build up our code section and spruce up our previews. This issue is jam-packed full of glorious gaming goodness, so quit reading this and dig into the mag. >>> **FRANK**



frank o'connor

foconnor@gamersplayers.com
Editor-in-Chief Frank O'Connor wasn't the least bit afraid of taking over the Editorial reins of UGP. Of course, that was before he'd heard about one of Bill's old heirlooms... the Box!



roger burchill

rburchill@gamersplayers.com
Reviews Editor Roger Burchill is really glad that Francesca has decided to 'take over' Rog's duty as Code Meister. 'After all', chortles Rog, 'it's not like she had any choice in the matter!'



mike salmon

msalmon@gamersplayers.com
Senior Editor Mike Salmon is quaking in his boots lately, since Frank has joined the team. 'My high scoring days are over!' says Mike. 'After all, the Scots invented the slam dunk, didn't they?'



bill donohue

bdonohue@gamersplayers.com
Managing Editor Bill Donohue has been getting a lot of really big packages in the mail lately. 'It's nice getting mail from old friends', he says. 'Why look, this package is from BoBo. I wonder what it could be...'



francesca reyes

frayes@gamersplayers.com
Associate Editor Francesca Reyes is the newest member of the UGP team. 'It's kinda hard typing in the dark', Francesca says. 'Hey, what's this dead clown doll doing in here...'

CONTRIBUTORS

christian svensson ● IMAGINE PUBLISHING, INC. — ASST. EDITOR, NEXT-GEN ONLINE
jeff chen ● IMAGINE PUBLISHING, INC. — EDITOR, SATURNDAY ONLINE
stephen frost ● IMAGINE PUBLISHING, INC. — WEBMASTER, UGP ONLINE

kat outler ● FREELANCE PHOTOGRAPHER

patrick eaggatta ● IMAGINE PUBLISHING, INC. — ASSOCIATE EDITOR, NEXT GENERATION

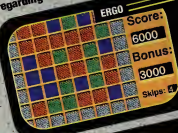
tom russo ● IMAGINE PUBLISHING, INC. — ASSOCIATE EDITOR, NEXT GENERATION

jason montes ● IMAGINE PUBLISHING, INC. — WEB EDITOR, UGP ONLINE



ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the **ULTRA Game Players Disc Edition**. On the disc, which works with both Apple Macintosh and PC compatibles, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and Mac titles. Read the print magazine, check the web site, and view the disc to get the full Ultra Game Players Impact. Questions regarding subscriptions should be sent to: subscribe@gameplayers.com Faulty subscription questions: phone 415-468-2500. Current subscribers can receive the disc by following the help line instructions.



PREVIEWING

PC GAMES

Theme Hospital
Run the hospital the way you want in Bullfrog's latest sim, but try to keep your patients alive, if not happy!

Outlaws
You can be the stranger with no name in this old West shooter from Lucas Arts. Nothing like a nice piece of hickory...

Darklight Conflict
Fly the unfriendly skies in the latest space combat sim from EA.

I-76
Muscle cars, psychedelic funk, and machine guns abound in this combat driving game from Activision.



MAC GAMES

Damage Incorporated
You and your Marines get to blow away the bad guys in MacSoft's latest release.

Mutant Dungeon VR
You're in a dungeon, shooting mutants in this first person shareware game.

Ergo
The simplest games can be the most addicting, and this is no exception.

Command & Conquer
Real time slaughter comes to the Mac in this release from Westwood Studios.



...ALL THIS AND MORE ON THE DISC EDITION

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videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

Need For Speed 2
Brahma Force
Toshinden 3
Rush Hour
Test Drive Off-road

Scorchers
Powerslave
Wild Arms
VMX Racing
WCW vs The World

Crypt Killer
Dark Rift
War Gods
Bushido Blade
Fighting Force

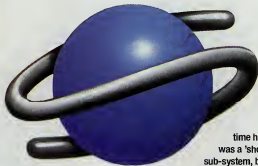
Clayfighter
F1 Pole Position
Mass Destruction
Ball Blazer Champions



SEGA'S NEXT

SYSTEM

Sega is already hard at work finalizing the specifications for its new 64-bit platform



Saturn technology will be replaced in years to come by a 64-bit, CD-ROM-based system — with the help of 3Dfx.

Currently entitled Black Belt, Sega's new hardware is drawing a lot of attention from the development community, not only because of its impressive specs, but also due to the partnerships surrounding the hardware.

Previously, it was thought that long-time hardware partner, Lockheed Martin, was a 'shoe in' for designing the new graphics sub-system, but it seems that Sega has had other plans. Currently, Sega is planning to use some variety of the 3Dfx Voodoo graphics chipset as the basis for its graphics sub-system. Recently, 3Dfx confirmed the existence of the system when it filed a report with the SEC in preparation of its initial public stock offering. The report reveals that Sega has purchased a minority stake within the company, and reveals details about the hardware.

In addition to the graphics sub-system of the console, Black Belt is to be crammed with RAM. Currently 16MB of general purpose RAM are expected to be packed into the system, with an

Will Virtua Fighter 3 be the first big hit on the new system? There should also be soccer and basketball games.

additional 4-8 MB for use as a texture buffer.

Currently, there are no plans for a DVD drive for the unit, but instead will be a higher speed (at least 6X) CD ROM drive for the basis of the system. The exact CPU to be used is also still unknown but speculation has pointed to either a PowerPC or Hitachi based processor.

Almost more impressive than the hardware itself is the strategic alliance Sega has formed with Microsoft. The massive software company will be providing some form of operating system for the console that is reported to be based around Microsoft's DirectX technologies. Time and again, Microsoft has indicated that its DirectX could very easily be lifted off of the PC platform and used in other

capacities. Already, Microsoft's 'arcade initiative' is leading in that direction, and it has made no secret of its prior discussions with console manufacturers (including Sega).

The ramifications of Microsoft working on the operating system are extremely large. Developers would be able to port projects to and from the PC with greater ease, and development tools would be somewhat standard. Furthermore, there would be less of a development learning curve than on the Saturn, which has always been one of the major hurdles Sega's current console taken a long time to overcome.

Sources close to the project have indicated that Sega is already working on development libraries and games for the system. The first three games already in development are *Virtua Fighter 3*, a soccer game (expected to be either a *Virtua Striker* title or possibly *World Wide Soccer* title) and a basketball game.

Developers won't be receiving development kits until either late 1997 or early 1998, with a Japanese release of the system planned for Christmas 1998. The US isn't likely to launch the Black Belt until at least the summer of 1999.



NEWS FEED

In a recent interview with Asia Week, Nintendo president Hiroshi Yamauchi said that the 64 DD would not only include a modem, but that players could download new characters and levels from the Internet - finally explaining why the machine has such extensive read/write capabilities. Should make fighting games very interesting.

• **Acclaim** is conducting a feasibility study to see if *Turok* is right for conversion to PlayStation and PC. The PC conversion seems to be a no-brainer and should support all the groovy new graphics cards, but the PlayStation one needs to present itself as something "special" and would be up against some "stiff competition" in the first person category, cites Acclaim. • Nintendo had to post a special loss in the month of April to cover losses incurred by its disastrous European division. Unsold SNES consoles and cartridges account for the rather large loss — which will be written off against tax. The loss? Over 200 million smackerels (or dollars, be today's money). • Nintendo has released a gold painted version of its popular Game Boy in Japan. The new color is also

continued on pg 13

NAMCO GOES PC- CAPCOM FOLLOWS

Console favorites
go to the PC

NEC, in association with VideoLogic, has just unveiled its PowerVR PCX2 technology. The 3D board market for PCs has been

Jill takes on the
evil undead
zombies on your PC.

exploding of late, with 3Dfx taking an early lead. NEC has been pulling out all the stops to compete, announcing a \$25 million marketing and development budget to make its system number one. And in NEC's own words, it's all about games.

Its 3D board is packed to bursting with features that easily outclass even the mighty Nintendo 64 — and now it has games to back it up. Namco's *Tekken 2* and *Rave Racer* are both nearly complete, fully utilizing the technology, with *Tekken 2* running at an astonishing 60 frames per second, actually faster than the original arcade machine. *Rave Racer* runs at a liquid-smooth 30 frames per second, but right now, Namco has no publishing plan in place, so a release date is still a mystery.

Capcom's *Resident Evil* is also scheduled to appear on PC. We've included a few screenshots to show off the super high resolution graphics.

Ultimate Race is nearly
as cool as *Rave Racer*.



Resident Evil
should be a
graphics
showcase.



NUCLEAR STRIKE

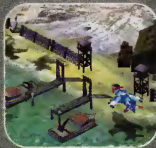
Electronic Arts brings
the Strike series into
the Nuclear age

A vast improvement upon the excellent Soviet Strike is *Nuclear Strike*. Again, this PlayStation game features fully texture-mapped polygonal graphics, this time with slightly more detail and improved background animation. Better still, there's a whole new aircraft, a Harrier jumpjet, in fact. Although it



The fully texture-mapped
graphics are fantastic!

feels similar in some respects to the original chopper (which is, of course, still in the game), it has definite speed advantages for getting out of sticky situations. We'll have a full preview of this brilliant-looking game next month.



The Harrier jump jet is a new
added feature which should
keep the 'boom and zoom'
crowd happy.

one nation under Odd

ODDWORLD: ABE'S ODDYSSEE

playstation™ gets odd september 1997



NEWS FEED continued from pg 12

expected to be released in the US by the end of the year. • Taito has adopted a new PC architecture for its future arcade titles in Japan. The system is called the Taito Wolf system and uses a high end PC with 3Dfx Voodoo graphics sub-system. • John Carmack, of Id Software will be putting his first Ferrari on the block for the winner of a nation-wide Quake tournament. The tournament will finish with a sixteen person playoff at this year's E3. • Virtual IO, manufacturer of personal head-mounted displays, filed for bankruptcy. High prices of its systems and limited demand are being blamed for the companies failure.

continued on pg 14

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HIGHLIGHTS FROM THE TOKYO GAME SHOW

If it's new and exciting videogames you want, then the Tokyo Game Show was the place to be.

Awondrous three day affair, the Tokyo Game Show (TGS) played host to all of Japan's biggest players, including Sony, Sega, Square, Konami, Capcom, Warp, Hudson and Namco. Well, OK, all of Japan's major players except for one, that

seems that Tokyo is still the place to go for the hottest videogame news and products. Open to the public on two of the three days, TGS enjoyed a total attendance of over 120,000 people, making it near impossible to spend any amount of quality time with most of the titles, but, as with all shows, there were a few white hot titles that managed to stand out even amidst the giant crowds. Among those titles, there were several well known commodities, such as *Biohazard 2* (*Resident Evil 2*) and *Tekken 3*, but there were also quite a few lesser known companies showing that sometimes hard work is more important than big money.

Some lucky gamers got to sample the newest titles.

Square - Probably the most popular booth at the show was Square's. Although there were no brand new products showing, gamers were eager to check out the progress on *Final Fantasy Tactics* and *Saga Frontier*. The *Bushido Blade*

competition also drew huge numbers of players eager to prove their worth on one of the most innovative new fighting games to hit the market in years.

Sega - Also hugely popular was the Sega booth, which featured a new Sonic collection for Saturn called *Sonic Jam*, an extremely promising early version of *Last Bronx* and the mysterious *Panzer Dragoon* RPG. Sega also used the Tokyo Game Show to unveil its new "This is Cool" slogan, which was stamped on every Sega product in the building. Rounding out Sega's show was *Greatest Nine '97 (World Series Baseball)* and an announcement of and sneak peek at the upcoming Saturn version of *Sega Touring Car*. Conspicuously missing from the Sega booth was *Virtua Fighter 3* or any mention of the upgrade promised to come with the game.

Sony - The Sony booth featured only a few new titles, but all were

well worth the attention they received. One of the most exciting new Sony titles was *Ghost in the Shell*. Developed by Exact, the team responsible for the *Jumping Flash!* series, this 3D shooter proves that the PlayStation still has some life left in it. Other titles worth mentioning are the puzzling *I.Q.* and a new RPG called *Akumira*.

Namco - The Namco booth was made most popular by its inclusion of several *Tekken 3* arcade machines. Recently released in Japanese arcades, this wasn't the first opportunity for most gamers to get a look at the third game in the *Tekken* series, but it was a great opportunity for gamers to show off their new skills. On the PlayStation, Namco showed *Ace Combat 2* (Air



Dressing up as game and anime characters seemed like the thing to do at the Game Show. Some folks just take their gaming a little too seriously...



is. Nintendo chose not to attend the show in any formal capacity, choosing rather to support its own Shoshinkai show later in the year. And so from Square's strong showing of *Final Fantasy and Tobal 2*, to Sega's promising line-up of Saturn games, such as *Last Bronx* and *Sonic Jam*, it

1 Sega revamped its Japanese marketing strategy with a new campaign, entitled, "This is Cool!" Let's hope the new games are cool.

2 Sega made no announcement about its new hardware partnership with 3dfx.



NEWS FEED continued from pg 13

- Sony has released its white PlayStation in the Asian "Tiger" nations. The new unit provides additional protection against pirated CDs and video CD support.
- Spelling Entertainment is seeking to unload its 90% stake in Virgin Interactive. It estimates that unloading the company will cost it more than \$255 million. IE says it will immediately set about concentrating more on the PC sector, and less on the console market.
- Tiger Electronics is launching a new handheld system to compete with Nintendo's Game Boy. The new system will be black and white, but will have the ability of providing e-mail services as well as limited browsing capabilities. Among the games to be developed for the system are: *Duke Nukem 3D*, *Virtua Fighter 3*, *Mortal Kombat Trilogy*, *NBA Jam* and other major titles.
- *Pandemonium 2* and *Gex 2* from Crystal Dynamics are said to be in development and heading to Nintendo 64, PlayStation, Saturn and PC by the end of 1997.
- Graphix Zone has purchased the rights to several Trimark titles including *Faery Tale Adventures 2* and *Magzone*. The purchase comes on the heels of Graphix Zone purchasing developer, Inscape.
- *Resident Evil* is being made into a movie by Constantin Films of Germany. The screenplay will be written by Alan McElroy

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HIGHLIGHTS CONTINUED

Combat 2, featuring the new Sony analog controller, and *Time Crisis*, with Namco's new custom light gun peripheral.

Konami - Konami used the Tokyo Game show not to show off its impressive new arcade hardware, but rather some promising PlayStation and N64 product.

Mystical Ninja for N64 proved that Nintendo was not the only company able to make cute 3D characters and expansive 3D worlds. But it was *Metal Gear Solid*, for PlayStation, that proved to be its most exciting title. Similar to *Resident Evil* in concept - *Metal Gear Solid* features all the best elements of a great spy movie, combined with deadly hand weapons and plastic explosives. Also shown behind closed doors was *Castlevania 64*. You can read more about that elsewhere in this issue.

Capcom - The biggest draw at the Capcom booth was definitely *BioHazard 2* (*Resident Evil 2*) which awed the crowd with all new horrifying scenarios and great new gameplay elements. Also quite popular was the unveiling of the special edition original *BioHazard* for Sega Saturn.

Warp - The most unusual booth at the show definitely belonged to Warp. With the always eccentric Kenji Eno hosting a traditional Japanese celebration of the Cherry Blossom season, Warp hardly had any time to actually show its games. They did, however, find time to show the amazing *D2* running on actual M2 hardware. And in case anyone had any doubt, *D2* proved quite dramatically that M2 is for real.

Hudson - Hudson devoted all its attention to its upcoming adventure

game, *Virus*, for the Sega Saturn. The game is a mixture of beautiful 2D and 3D graphics and looks to be heavily catered to the Japanese market.

Among the big name publishers, there were a few smaller companies able to make an impact at the show.

Rouche - This company, better known for its product shipping branch, showed an impressive 3D shooter for the Saturn called *G-Vector*.

X-Ing - One of the most exciting PlayStation games at the show was *RecProHeat 5000*, a unique airplane racing game. The US publisher for this one could end up being Sony.

Game Arts - Probably the most impressive RPG for the Saturn yet, *Grandia* has highly stylized 3D worlds and plenty of magical characters to go around.

Imagineer - Without question, the best N64 game of the show was Imagineer's *Multi-Racing Championship*. This one has to be played to truly be appreciated.



From huge, blowing game characters to the creator of *D2*, the Game Show had something for everyone.

for Odd's sake

ODDWORLD: ABE'S ODDYSEE

playstation™ gets odd september 1997



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who wrote the upcoming *Spawn*. Constantin has two other moves in production currently: *The Fantastic Four* and *The Silver Surfer*.

• Psygnosis is planning to take control of its sales and distribution efforts from SCEA. The company will continue to be a part of the Sony empire, and maintains that this move does not mean a step closer to independence. It says running its own sales and distribution simply makes more sense in terms of strengthening brand presence. • Jay Wilbur, former operations director at Id Software,

continued on pg 16

OPTIONS

RATING KEY

- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

- RATING: ★★★
- PRODUCT: Monster 3D
- COMPANY: Diamond
- SYSTEM: PC
- PRICE: \$249.95

With the explosion of 3D games on the PC, and their considerable minimum hardware requirements, a high performance, 3D graphics accelerator card is now

Diamond's Monster 3D card is the card of choice for PC gamers everywhere.

more of a necessity than a luxury if the serious gamer is to extract the full potential from a PC title. The three essential elements that every graphics card customer should seek are performance, compatibility, and cost.

In terms of sheer performance, few 3D graphics cards can compete with the Diamond Monster 3D. Powered by 3Dfx Interactive's Voodoo Graphics chip set with 4MB of DRAM, the Monster 3D supports resolutions up to 640x480 with 65,000 colors and 800x600 with 65,000 colors using double or triple buffering and optional 16-bit Z-buffering. What's all that mean? It means that Monster 3D will give a PC graphics with such high resolution, frame-rates, and special effects that home-console gamers will suffer from a severe case of graphics-envy. A new available driver for the Monster 3D (available at <http://www.diamondmm.com>) even increases polygon output further by a claimed 20 percent.

Compatibility-wise, Monster 3D is one of the few boards that has wide spread industry acceptance. Dozens of developers

are working on title support, either through Direct 3D or the Glide API. Voodoo graphics versions of *POD* and *GL Quake* are the titles that are currently making the mouths of PC gamers everywhere salivate.

This all brings us to the matter of cost. Monster 3D is certainly not the most inexpensive 3D accelerator card on the market, but it is competitively priced for the performance and peace of mind it offers. *ULTRA GP* has yet to meet anyone who regrets purchasing a Monster 3D card, but then, you get what you pay for.



- RATING: ★★
- PRODUCT: AVer TV Genie
- COMPANY: ACT Laboratory, Ltd.
- SYSTEM: PC, Macintosh Compatible
- PRICE: \$129.00

Compared to the internal TV tuners available for the PC, the AVer TV Genie offers a less expensive and hassle free way of watching television, videos, or playing videogames on a PC monitor. Support for TV, stereo input and output, coax, Composite and S-video input allow for a wide range of component connectivity. An included remote control offers control over all working functions including channel and volume control, alarm, sleep, and timer.

Despite the TV Genie's clever design and functionality, the AVer doesn't receive a Premium rating because we question the basic concept of using the computer to watch TV and play videogames. The TV Genie may offer a full-screen display on a monitor, but even a standard mid-size color television seems preferable and the \$129 price tag keeps it from really being tempting. Still, if space is a consideration or if there's a need for an additional TV in the house, the AVer TV Genie does what it promises.

Turn your PC into a "small screen" TV with the TV Genie from AVer.



NEWS FEED continued from pg 15

has joined Epic Megagames to work on some 'big picture' opportunities facing the company. Among the possible avenues Wilbur will be pursuing is potential TV and movie opportunities based around some of Epic's game franchises. • *Tetrisphere*, Nintendo's elusive puzzler for the N64, has been confirmed that it is still in development. Developer H2O has received its first royalties on the title, and is putting on finishing tweaks as requested by NCL. • Nintendo's European launch supposedly went quite well. According to Nintendo, all 35,000 units allocated for the first week of the launch were sold within the first few days. Other shipments were expected to be air-freighted in to meet the demand. • Telecommunications giant MCI is set to launch an on-line gaming service. Although yet to be officially announced, the service will be based on Wireplay, a system currently available to British gamers. MCI is owned by British telecommunications, which has some connection to the Wireplay service. The service is expected to be launched in the US within the next few months. • In a somewhat strange statement, Shiny's Dave Perry stated that Toby Gard, the man responsible for *Tomb Raider*'s award-winning concept and design, as well as being its lead graphic artist, is planning to leave

continued on pg 17

GEX 2

UNVEILED

3D antics ensue for the green-skinned wall crawler



Gex is back, this time in 3D!

Crystal Dynamics is working hard at a sequel to *Gex*, this time in 3D and curiously titled *Agent Gex*. Although the game is at a very early stage in development, it's already looking very promising. *Gex*'s smart mouth will remain, but the wisecracking lizard will have all-new abilities and all new bad guys to reflect his new found 3D status. Check out the first shot of *Agent Gex*.

DUKE'N IT OUT

N64

Yeehaw! Duke Nukem makes his way to Nintendo's 64-bit console



Nidreous mutants will soon be roaming the N64.

Thanks to the efforts of GT Interactive, *Duke Nukem 64* is on the way. The Nintendo 64 version will differ in level layout from the previous incarnations, but Duke's irrepressible personality will be large and in charge. The basic premise of the game makes *Doom* look like a walk in the park. You play a blond-haired nut case who hates aliens and loves blowing 'em up. *Duke Nukem 64* is actually pretty far into the development cycle and should debut in fall this year. With *Quake*, *Hexen* and (possibly) *Tomb Raider* all headed for that machine, N64 seems to have the first person shooter market cornered.

PRODUCT OF A
WARPED
MIND

Warp, creators of *D* and *Enemy Zero*, unveil *D2* for *M2*, believe it or not

Matsushita's now near-legendary hardware, *M2*, had its first real public outing thanks to Warp. It's sequel to *D*, the imaginatively titled *D2*, was unveiled at the recent Tokyo Game Show, to gasps of sheer amazement from the crowd. The game departs in style from the earlier, pre-rendered affair, with real-time polygonal graphics displaying the creepy action. The level of detail in the game surpasses anything yet seen on a home system, with convincing texture maps and brilliant light sourcing.

The gameplay is closely tied to the original *D* though, with your character on a quest to solve a horrifying puzzle in a very scary environment. The real time 3D gives you a lot more freedom than before — but pre-ordained events progress the plot. One slight nod towards *M2*'s mystery was that the actual machine was concealed.

Only a joystick was exposed to our beady eyes, so we're still taking the whole thing with a pinch of salt.



The M2 is on the way and it's bringing *D2* with it!

in Odd
we trust

ODDWORLD: ABE'S ODDYSSEE

playstation® gets odd september 1997



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NEWS FEED continued from pg 16

Core Design in England to join Shiny. It is said he is to be accompanied by lead programmer Paul Douglas. In the end, neither man joined Shiny, but they did leave Core to begin their own endeavors. • DMA Design was toying with the idea of porting *Unreal* to the PlayStation. After a few weeks of testing, the team at DMA came to the conclusion that the PlayStation hardware simply wasn't up to the task of handling the *Unreal* engine. • Ubisoft has acquired the rights to Human's *F1 Pole Position* title which will appear on the Nintendo 64 in August.

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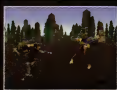
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WIRETAP

Here are a few notes from the underground... Load them at your leisure...

Lockheed locked out; add-on doesn't add up

If you thought there was a lot of speculation about the Saturn hardware add-on, Sega's new system is receiving even more attention.



While long-time hardware partner Lockheed Martin had submitted several designs for new hardware to Sega over the course of the last year, Sega has opted to design the system itself. According to sources, the system will feature a 3Dfx Voodoo graphics subsystem, with more than 16MB of RAM. SegaSoft is said to be handling the design of the system, which supposedly already has several teams at Sega working on libraries and demos. The first games to be developed for the system are said to be a soccer game, a basketball game and *Virtua Fighter 3*.

Back on the Saturn hardware add-on, rumors of cancellation abound regarding the elusive accessory. According to some sources, Sega was unable to create a reasonably priced add-on to expand the capabilities of the system calling into question the project's viability.

Virtua Fighter 3 is said to be one of the first games in development for Sega's new add-on.



Sonic X-treme may be rising from the ashes

While Sega has said that the title would be released in a new form this year, Sonic X-treme's return may be sooner than expected. According to sources within Sega, a new Saturn title will be unveiled at E3 this June, with release slated for the fall. There are still no details as to what changes have been made from the original incarnation of Sonic X-treme, but a new 3D engine is expected, as is analog support.



Will Lara soon be seen busting caps on the Nintendo 64? We hope so!



Lara arrives on Nintendo 64

Nintendo and Core Design are negotiating over a proposed N64 version of *Tomb Raider*. Although no deal has been signed, both companies are keen to come to an agreement. The smash hit would be an ideal showcase for Nintendo 64's capabilities. Sources indicate that Core has been working on the game in anticipation of a deal. The title will feature new levels and gameplay features. A date has not been established for release, but mid-1998 appears to be the earliest option.



3DO joins Nintendo bandwagon

The first N64 game from the former hardware firm is likely to be an updated version of *BattleSport*. The original debuted for the 3DO machine at the end of last year. The 3DO Company is looking into producing at least one other title for N64, which is likely to arrive at the same time as *BattleSport*. This game could be the baseball game the company is presently working on, tentatively titled *High Heat*.

'There are many reasons for us to develop for Nintendo 64,' said Greg Richardson, Studio 3DO's vice president. 'We're really interested in the capabilities of the console. The technology for N64



is impressive, and the graphics and special effects abilities that we've been working on for M2 are now much easier to translate to N64 games. The learning curve will be much smaller for us because of the work we've done on M2.'

Will 3DO's *BattleSport* appear on N64?



BITS & BYTES

Following Accclaim's success with *Turok*, future versions of the title are said to be underway. Accclaim is supposedly contemplating the release of *Turok* for the PlayStation. Given the larger user-base of the PlayStation as compared to the Nintendo 64, such a move would be financially prudent. Sources have also indicated that devel-

opment of a *Turok 2* for Nintendo 64 is also on the table and if development proceeds, should be available potentially by the end of this year.

Investors on Wall Street are pointing to additional console price cuts by the end of the year. According to Wall Street analysts, further price drops from at least Sony and Nintendo are

expected by the end of 1997. With financial woes befalling Scavenger, developer Frozen Moose may be bringing into the Shadows back into development. Frozen Moose is comprised of many of the programmers originally working on Scavenger's 3D dungeon crawler and still retains the rights to the product.

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Crash 2

THE FIRST LOOK

This month, we'll be starting a long, hard look at *Crash Bandicoot 2*, the most eagerly anticipated PlayStation game of them all. In our first, exclusive audience with *Crash*'s creators,

we'll take a sneak peek at the shape of things to come. *Crash Bandicoot* has sold over 1.5 million units worldwide, and is expected to top out at over two million — the first scrolling platform game developed outside Japan to ever reach that number, proving that a US developer can match *Mario* and *Sonic*, game for game. So *Crash 2* is a must-have. And here is the first real info on the hottest sequel of the year.

Sony, Naughty Dog and Universal Interactive have teamed up yet again to bring you what they believe will be the coolest platform game of

the year.

Of course, those who finished the original *Crash* will want know what the plot is. The evil Cortex, who *Crash* defeated in the first game, didn't die when he plunged to Earth. He crashed (no pun intended) through the surface and into a secret underground cavern. So yes, he's back and he's mad. Other familiar faces are back, too, like Ripper Roo and N. Brio. There will also be new characters and we'll tell you more about them next month.



1 Another must-have in a *Crash* game are these boxes... millions of 'em. *Crash 2* here, *Crash* does the Indy Jones boulder thing...

Crash's stance indicates a new ability — climbing!



Talk about getting inside someone's head...

Crash appears to be bewildered by his new surroundings. Uh... *Crash*? Don't step in that hole, OK?

Jason Rubin is the co-founder and chief administrator of Naughty Dog. A graduate of the University of Michigan, Rubin has a wide variety of classic videogame art skills, and a talent for pushing game art to the limits of the current technology. The Maryland native entered the videogame industry, with partner Andy Gavin, in 1984, and had published four titles by the age of 20. In his increasingly limited spare time, he relaxes with the company's canine mascot, Morgan.

Andy Gavin is Naughty Dog's chief technologist and programmer. A native of Virginia, he has a B.A. in Neuroscience from Haverford College and an S.M. in Computer Science from MIT. As a member of the Artificial Intelligence Laboratory at MIT, he designed and implemented a vision system for one of NASA's Mars rovers. In addition to writing much of the C and LISP code in *Crash Bandicoot*, Andy created a new programming language called GÖOL (Game Oriented Object LISP), designed to allow very rapid prototyping of the widely varying behaviors *Crash*'s creatures and objects exhibit.

UGP: When did you start working on *Crash 2*?

Jason: In a sense, we began *Crash 2* at the same time we began *Crash 1*. We had always hoped to create a multi-game series, and we never tired of *Crash* and his world during the development of the first product. In addition, during the creation of *Crash 1*, we had stored away dozens of pages of ideas that we wanted to explore within the *Crash* framework that we hadn't had the production time to implement. In a way, we were working on *Crash 2* the entire time we were working on *Crash 1*. The final decision to begin *Crash 2* development was made in September of 1996, shortly after *Crash*'s successful US launch.

UGP: What was the first step?

Jason: The first step was to decide what a sequel to *Crash* should be. We had many options.

Andy: The first thing that the programmers did was throw out all of the old code. Most of the C code in *Crash 1* was optimized, rewritten, and then converted to assembly. The programming staff doubled from two game engine coders to four. The additional staff has

THE INTERVIEW WITH NAUGHTY DOG

allowed us to get far greater performance from the PlayStation game console. It's a good thing nobody on the *Crash 1* team claimed that we had achieved 100% performance, because we'd have to claim that we are now getting 200% on *Crash 2*. Jason: The art staff began the long process of designing new levels and styles that fit within the *Crash* universe created in *Crash 1*. In addition, we had to find new tricks and gizmos to make the game look even better than *Crash 1*. The quality of art on the PlayStation has greatly improved since the *Crash 1* launch, and we wanted to make sure that we would be in the lead again with *Crash 2*.

UGP: How much of *Crash 2* was created from scratch?

Andy: All of the code has been rewritten. In many cases the same task is many times faster, and takes many times less memory. We have also added many new features to the *Crash* engine.

Jason: As you would expect, all of the art is entirely new. We also have new characters and enemies, though some of our favorites from *Crash 1* will return, albeit with new twists. *Crash's* animation has been entirely redone, and in this game he will have more than ten times the frames of animation.

UGP: Is *Crash 2* going to run on the same basic engine as the original or has it been redesigned?

Andy: The *Crash 2* engine is wholly redesigned, so that it delivers more performance and allows us many new features. The basic gameplay style will remain, however.

Jason: *Crash 1's* gameplay was extraordinarily well received by the players. We didn't want to abandon the first game's style, and at the same time we wanted to give the players something truly new in *Crash 2*. I think we will have a good mix.

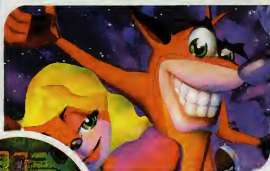
UGP: Why did you decide to re-work (or not re-work) the engine?

Andy: When *ULTRA Game Players* reviewed *Crash* in issue 80, you said "...on graphics alone, *Crash* stands in a class by itself when compared to its 32 bit competition". We had to redesign the engine technically so that we would get the same reaction to *Crash 2*. After all, there have been some incredible looking games released since *Crash's* launch. But we didn't want to abandon the traditional platformer gameplay that players have come to associate with *Crash*. *Banjo-Kazooie*. Expect *Crash 2* to be a significantly better looking, better playing *Crash*, with a lot of totally unexpected new gameplay elements thrown in as well. Things like hanging from ceilings, ice skating, jetpacks, and more.

UGP: Is the game still going to be track based or will it have more open environments?

Jason: We have opened up the "track based" system. In other words, there is still a general path to follow, but there is significantly more branching. You can go from "in-out" gameplay to "left-right" gameplay within a single round, and the camera has a good deal more freedom. We certainly did not abandon the "track based" system altogether. There are compelling reasons to stick with it. For example, when USA Today held an informal game player competition between *Mario64*, *Nights*, and *Crash* (Sept. 26, 1996), five out of seven players picked *Crash* as the best game player, and the game they would prefer to buy. USA Today said "when fingers hit the joysticks, it was *Crash* they craved". If we headed toward *Mario 64* freedom, as possible we would soon read an article where a path based game beat us in correlation.

A 3D level, similar to *Crash 1*, shows off improved scenery.



Sadly, some of your favorite characters are gone...

...to be replaced by cooler things, like exploding crates!

Summer tests. And after all, its the gameplay that matters.

UGP: What has you most excited about working on *Crash 2* and why?

Jason: I like the fact that I get to work with *Crash* again. I get excited by his world, and I think that there are a lot of things we can do artistically and technically with him. I also enjoy working with the *Crash* team again. Bob Rafei, Charlotte Francis, and Justin Monast are incredibly talented artists, and I liked working with Dave Baggett and, of course, Andy on the programming side. We also have great new team members: programmers Stephen White and Greg Omi, and artists Eric Iwasaki, Erick Pangillan, Rob Titus, and John Cutry. The larger team gives us more firepower for the sequel. And I like the non-dogs working on *Crash 2* as well: Mark Cerny, our executive producer and co-game designer; Paul Rioux and Diane Fornasier of Universal New Media; Mutato Muzika; and Universal Sound Studios, the music and sound creators on *Crash* and *Crash 2*; Charles Zembillas, the talented character designer we work with; and, of course, the Sony crew: Andy House, Kelly Flock, Ami Blaire, Molly Smith, Connie Booth, and David Gracia in America; Shun'ei Yoshida and Masahito Shimizu in Japan; Caroline Stokes, Chris Deering & gang in Europe, and dozens more. *Crash* owes a great deal of his success to these people and you will meet many of them in upcoming UGP issues.

UGP: Have you uncovered any technical tricks that will showcase *Crash 2* as a technological wonder?

Andy: Many.

Jason: I just wanted remind you that the last time we did an interview with *ULTRA Game Players* we promised screen shots of *Crash 2* as soon as they were available. We kept our word, and we'll keep you informed in the future!



1-5 When you take the fall in *Crash Bandicoot's* world, you go all the way down! This sequence shows the painful results of not looking before leaping!



don't call it a Comeback!

During the past four years, Acclaim has found out how nice it is to be on top of the videogame industry, and how painful (financially and otherwise) it is to be at the very bottom. In its glory days, Acclaim held records for the number of Mortal Kombat games it sold on the SNES and Genesis, plus had a huge hit in NBA Jam. However, in the years that followed, it continued to plunk out crap games with any license it could get its hands on. Dreadful titles like Warlock, The Crow, Dragon Heart, Batman Forever, Judge Dredd, Last Action Hero, and Revolution X were just a few of the many that Acclaim tried to pass off as games. The first few licensed titles weren't total failures, but as the consumer wised up, Acclaim's sales plummeted. The pinnacle of the great fall was 1996, when the company reported losses of 190 million (gulp!) dollars. At this point, most industry insiders (UGP included) wrote off Acclaim and figured it would go belly up sometime in the near future. However, Turok G4, the most successful and impressive third-party N64 game and some additional financing has Acclaim on the comeback trail.

We recently took a flight out to Acclaim HQ in Glen Cove, New York, to see exactly what the future holds for this up and down publisher. Much to our surprise, Turok isn't the only game Acclaim is going to use to aid its comeback. Instead, we were shown bits and pieces of 11 new games and each one of these games looked to have a quality that has often been missing from Acclaim products.



The huge success of *MK* and *NBA Jam* gave Acclaim a good name and loads of cash, until...

...a long list of crap games seemingly sent Acclaim down for the count, and the miserable failure of *Batman Forever* typified the whole ugly mess.

Acclaim survived a tough year and is now ready with an arsenal of original titles.



The three big studios under the Acclaim umbrella are finally being given the time and money to create exceptional games like *Turok G4*.

Where are the good games coming from?

For years, Acclaim would rush out poorly done titles while relying on its marketing to sell the game. But starting two years ago, Acclaim started purchasing major developers Iguana, Sculptured, and Probe. For the first year, Acclaim still forced its development houses to put out its licensed games, but it finally let these quality studios have the time and the tools to make good games. The first example of this is *Turok G4* from Iguana Entertainment. The developers were allowed nearly two years to make the game, giving them ample time to create a beautiful and deep game. The next line of games are showing that same kind of promise, as *Sculptured*, *Iguana*, and *Probe* are all preparing killer games. According to Col Stone, Director of Product Development: 'We are finally starting to reap the rewards of our fine studios. We're starting to share technologies and ideas that are making all of Acclaim's games better.'

What about Turok 2?

Unfortunately, one of the only games we didn't get to see was the already anticipated *Turok 2*. However, we did get a chance to discuss what exactly the next

Turok will have in store. Stone promised, "We aren't just going to put out some more levels and slap a two after the name. We are working to create a whole new gameplay experience and amaze the gaming public the same way *Turok* did." The game won't be on shelves until March of 1998, but we've heard rumors that *Turok 2* will offer a third-person perspective, a ton more enemies, and some interesting climbing elements. Of course, new weapons, enemies and levels are being created as well.



What can Acclaim possibly do to *Turok* to make it more impressive? Check out the story for the full scoop.

Holy 3D, batman!

The very license that started Acclaim's downfall could be the game that spearheads the resurrection. Batman has finally escaped from his 2D world and now has a virtual Gotham City to explore. The game is being done by Probe (developers of *Die Hard Trilogy*) and is going to feature driving, fighting, and exploring. Basically, events (i.e. robberies, kidnapping, etc.) will happen in Gotham City and the Caped Crusader will have to hop in the Batmobile and race over to City Hall to put a stop to Mr. Freeze's evil doings. The early 3D engine I saw was just as impressive as *Tomb Raider* in a similar stage of development, but the key is going to be how fluid the game moves and controls. The title of the game is going to be *Batman And Robin*, and the player will be able to take control of Batman, Robin, or Batgirl (lovely Batgirl!).

What makes this game so promising is the aggressive approach the developers have taken to finally take advantage of Batman's dark world. Gotham City has been created to scale using blue prints of the fictional city

used by the makers of the film, and the game

will also feature Arnold's chilling voice and seamless transitions from cut-scene to gameplay. The real time events and combination of exploration and driving should really make this game stand out from the *Doom*-clones on the market. The third person view and overall size of Gotham City are very reminiscent of a *Tomb Raider* in the city. We are all looking forward to seeing more on this game soon.

watch out, EA?

Acclaim has been dabbling in the sports game market for years, but has never made a major push to become a premier sports game publisher. However, that is definitely one of the biggest priorities at Acclaim. Can it unseat software giant EA? Stone had this to say on that subject, "Each and every year, we are going to keep improving our product and, if all goes right, we can start gaining on EA sport by sport. They've obviously done a lot of things right and are a company we admire and one we wouldn't mind being like in a few years."

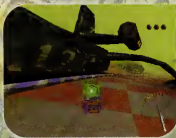
For the first time ever, Acclaim is going to have a fully licensed attempt in each and every major American sport. Already *Breakaway '98* is looking like one of the premier hockey titles and, although *All-Star Baseball* still isn't in the same league as *Triple Play*, it is a solid game. What could be Acclaim's big sports breakthrough is *Quarterback Club '98* for the N64. It will be the first football game out for the software starved system and could give them a bona fide hit. Another big key to Acclaim's suc-

All-Star Baseball isn't going to be the best game this year, but developers have already started work on next year's title, which promises to really change how baseball games are played.

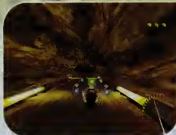


Sculptured has been working on this hockey game for nearly two years and the depth, look, and speed are all looking on par with the best around.

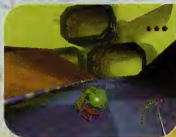
cess in the sports market is *NBA Jam '98*, which is going to be a full-court five-on-five simulation of the NBA for the first time ever. That game will come out for the PlayStation, PC, and N64 sometime in 1998. While there is no way Acclaim is going to take over the sports world this year, it is setting up a nice base to be a strong competitor for years to come.



Detailed tracks include high count polygon models like this crashed plane.



The speed of the game makes these tunnels a very harrowing experience, but the analog pad makes control much better.



The fast and furious gameplay is very similar to *Wipeout*, but the power of the N64 allows for much smoother graphics like these.



Already the explosions and effects catch the eye and Acclaim says these are just placeholders.



The rollercoaster ride is wild when you start winding through a corkscrew or a loop.

Collapsed bridges and other interactive tracks make each lap around a different affair.

extreme

System: **N64**
Publisher: **Acclaim**
Developer: **Probe**
Release Date: **November**

Building on the success of *Turbo 64*, Acclaim is preparing another monster N64 title. *Extreme G* is a high-speed futuristic racer that is obviously inspired by the success of *Wipeout*. However, on the N64, Probe is able to really get some amazing visuals, a high frame-rate, and no draw-in.

The game is going to feature 12 unique tracks with detailed graphics ranging from decrepit mine shafts, through abandoned water pipes, to a graffiti covered city. There are eight different futuristic motorbikes that each have their own strengths and weaknesses when it comes to handling, fire-power, and speed. Interactive track obstacles like collapsed bridges, falling boulders, sandstorms, and molten lava should add an even greater sense of urgency to the game. It also marks the first time that a track has changed during a race in a racing game, which should really affect the replay value of

the game. Perhaps the best feature of all is the split-screen, multi-player races that will feature up to four players at a time. Just like in *Mario Kart*, this is a feature that gives the game a whole new life. There are a host of weapons to pick up along the track and some have unique effects on your opponents, like reversing their controls and blinding all bikers behind you. Other special effects include underwater tracks, sparks showering the roads, and gorgeous explosions.

The version we played was only 40% done, but already the speed and look of the game was better than any game on the home systems. To further the rollercoaster feel of the game, some tracks have corkscrews, loops, and differing gravity conditions, which will also affect each race. This will no doubt be a huge hit on the N64. We'll keep you up to date as more comes in.

more GAMES

The amount of quality games we saw on this trip is just astounding, and some glimpses into the future showed us that this is no one time deal. Games on the way include a new 3D WWF wrestling game that already looks better than all the other wrestling games combined and a motocross game for the PlayStation that will have unique track design and play to really maximize the sport. We'll continue to update you on these titles, but the next few titles are the ones coming soon that we actually got a chance to play. Keep an eye on these titles this Christmas and you won't be sorry.

There is still a lot of repairing to do with the consumers, but if Acclaim can keep on this track, it just might make a comeback after all.

foresaken

Publisher: **Acclaim**
Developer: **Probe**
System: **PC, PlayStation**
Release Date: **September**

From what we could tell, this game is gonna be hot. The graphics and control are already impeccable and the level design has great variation and thought behind it. The game is a first-person shooter in a 360-degree world that is comprised of 16 single player and eight multi-player levels.

The player rides around the twisting hallways on one of 16 different cyber bikes which are each equipped with different weapons and handling abilities. At first glance, the game looks very similar to *Interplay's Descent*, but the handling, graphics, and new play elements elevate *Forsaken* to another level. The PC version runs with all 3D accelerator boards and uses amazing light-sourcing, mip-mapping, and Z-buffering to create one of the smoothest 3D worlds we've seen. The special effects of the weapons is simply awesome. The pace of the game is going to be frantic and

the deadly weapons will be lighting up the screen from all directions in the single-player or multi-player games. Weapons go from the standard pulsar and Pyroline Rifle, to the exotic Assassin and Spider Mines. The one thing all of the weapons have in common are effects that are superior to those used in the *Star Wars* remakes.

The gameplay will feature puzzles, traps, and interactive backgrounds to constantly challenge the player. Figuring out simple puzzles, then timing a run through a turbine fan will have you at wit's end, and once you finally get through, there's a big mutant beast waiting on the other side. It's non-stop action like that that makes *Forsaken* such a promising title.

The PlayStation version can't compare graphically with the hi-res WIN 95 version, but still holds its own against anything else coming out for the PlayStation. The PC version will allow up to eight players to partake in the death match over a network, and the PlayStation will feature a split-screen for head-to-head battles. While this isn't the most innovative title we saw, it is definitely the game that is farthest along and is going to make Acclaim a player in the tough PC market.



Efficient. Look at the triplets... brother call out your guns against right away!



You control your fire builders with the interface on the right.



Check out the smooth fireball effect and the light-sourcing in this picture.



The PlayStation version can't compete with the PC, but it still looks awfully nice.

All of the levels have their own unique look. This is an underground mayan-type building with sun filtering in through the cracks.

All of the effects in the PlayStation library are put to use to make sure *Forsaken* looks every bit as good as the competition.

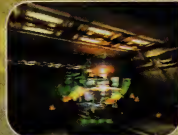
The PC version is an absolute graphic marvel with special effects that will blow your mind.

The split-screen two-player mode will offer a chance for some one-on-one search and destroy.

To further its attempt to make an impact on the PC market, Acclaim is creating *Constructor*, a strange, but successful combination of *Red Alert*, *Sim City*, and *Discworld*.

Constructor allows gamers the chance to create and rule their own domain while constantly facing new challenges inherent in governing a modern city. Players take over the role of a real estate developer, who must manage resources, properties, people and environments while attacking and fending off the attacks of rival developers. Up to four players can compete over the internet in a battle of epic proportions. What makes *Constructor* really stand out from the crowd is the unique personality in the game. You must breed desirables to inhabit you're city and undesirable to attack your rivals. Your army of undesirable includes hooligans, hippies, ghosts, psycho clowns, and mobsters who wait at your beck and call to uniquely attack the opponent. The hooligans will throw keg parties in rival neighborhoods, causing complaints and ruining the enemy's peaceful city. Borrowing money from the mob is essential to getting a city going just right, but don't pay back in time and expect some broken knees caps.

Constructor is definitely going to be one of those games that keeps us at the office late.



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DEATH TO THE KANGAROOS!

4

ou know, if there's one thing we live for around the old **ULTRA Game Players**, it's free beer. Oops! No, we meant the one thing we live for at good old **UGP** is all the free plane trips. NOOO! What we really meant is, the one thing we live for is a good game of **Bomberman** and now, thanks to the fine folks at Hudson Soft, there are two new versions of the best party game of all time on the way: **Bomberman 64** and **Atomic Bomberman**. And so far, neither game has the stench of the marsupial about it. That's right, gang, there ain't no damn kangaroos in there!! So jump on in and roll in the glory that is **Bomberman**, but don't forget the other 20 games we're looking through our crystal ball at. After all, none of them has a single kangaroo in 'em, either! And you know that's got to be a good thing...



ATOMIC BOMBERMAN

Bomberman is on the way for the **NG4** and the **PC** and so far, no one's seen hide nor hair of any of those damn kangaroos!

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NASCAR



SPAWN



FIGHTING FORCE

Bomberman 64

Bomberman blasts its way into the third dimension

Considered a favorite of the gang here at **ULTRA GP** for a long time, *Super Bomberman 2* is generally considered one of, if not the best, multi-player game of all time. The deceptively simple gameplay consists of dropping, kicking, and throwing bombs in order to clear bricks (and uncover a variety of power-ups) with the ultimate goal of blowing opponents to smithereens. *Bomberman* has long been held up as an example of the ultimate in deep, balanced gameplay.

Currently carrying a working title of *Baku Bomberman* in Japan, *Bomberman 64* looks to use the power of the Nintendo 64 to bring added personality to the appealing ninja-like character, but the prospect of an N64 update of this *UGP* favorite brings with it equal amounts of anticipation and trepidation. As the screenshots here show, the 3D bomberman and the expansive worlds being created for the Nintendo 64 look extremely promising, but not all 2D favorites have

made the leap to 3D with the success of *Super Mario 64*. There are definite questions as to whether the tightly woven 2D gameplay can be translated to beautifully rendered 3D environments.

Of course, these early shots seem to depict the one player game that was practically ignored by fans of the series, so there really is no fear that the added dimension will damage the gameplay in single



player mode. Indications are that the multi-player mode, which will allow up to four players to battle each other at once, will be more in the vein of the traditional 2D gameplay that *Bomberman* is known for. Additional unconfirmed rumors hint at possible ten-player play with the use of a multi-tap supposedly in the works.

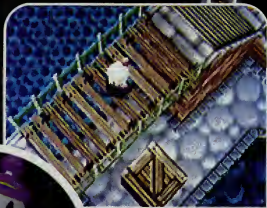
Of course, those of you who have been reading *ULTRA Game Players* for some time know that there is another source of anxiety surrounding the release of *Bomberman 64*. We are referring, of course, to the dreaded kangaroo question.

At the present time, it is still unknown whether or not these nefarious animals will be present in the game, the main objection being that the presence of kangaroos implies a paucity of gloves, skates and other weapons of war. We at *UGP* will not rest easy until this issue is resolved.

Despite the questions still surrounding *Bomberman 64*, the title seems to be filled with promise and, if it turns out to be as good as it looks, work in the *ULTRA GP* offices is guaranteed to grind to a halt.

No more blowing up little bricks — destructive tendencies lead to more interesting discoveries in *Bomberman 64*.

SYSTEM: NINTENDO 64
PUBLISHER: HUDSON SOFT
DEVELOPER: HUDSON SOFT
RELEASE DATE: 4TH QTR



A true 3D world to explore and bomb, but what effect that has on gameplay remains to be seen.



Drop 'em, Toss 'em... Holy Giant Fuses, Bomberman! That's biggest bomb we've ever seen!



The big blue enemy is a little tough to make out in this shot, but he looks a little like Sonic after a few too many pizzas and beers and not enough spin-dashes.



SYSTEM: PC
 PUBLISHER: INTERPLAY
 DEVELOPER: INTERPLAY
 RELEASE DATE: MAY

Atomic Bomberman

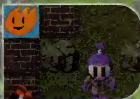
New look,
 new platform,
 classic
 gameplay



The strategy, the set-up, the kill are all there — with a touch more personality.



With 10-player capability, *Atomic Bomberman* proves that it isn't just the graphics that have received an added dimension.



While the characters have a newer, futuristic look, the power-ups appear to be unchanged.

For those die hard bombers who can't wait for the venerable game to make its return to the home console systems, relief is on the way with Interplay's imminent release of a stylized new version of the game for the PC.

Atomic Bomberman's most notable difference will be in its use of 3D rendered graphics and animations. There are over 20 different death animations, taunts, and secret animations that help to add a unique personality to the PC game.

A strict code conversion from Hudson Soft's classic series, the gameplay is playable in either a classic or enhanced mode. The enhanced mode adds over 20 power-ups, like jelly bombs, land mines, super soakers, and multi-bomb dropers. The absence of the despised kangaroos that infested the series after the perfection of *Super Bomberman 2* will come as a welcome relief to true fans of the series.

Despite the inclusion of a challenging one-player game, *Bomberman*'s shining moments have traditionally come in multi-player mode. *Atomic Bomberman* continues and perhaps expands that heritage through a Battle Mode that will allow up to 10 players to play via network or internet.

Of course, what would the game be without that good old curse icon, that always seems to pop up when you don't need it?



Xs for eyes, the international symbol for cartoon death, is just one of the varied death animations in the game.



New elements like dripping lava beg the question — should he really be carrying bombs around all that fire?

Flying Nightmares 2

Kill 'em all!
Why? 'Cuz it's fun!

This versatile PC title from the makers of *Tomb Raider* features two popular genres in one game. *FN2: Cuban Campaign* is a



The attack helicopter gives a nice variety to the flight sim.



This sequel to *Flying Nightmares* boasts two games in one and allows up to 16 players to play at once.

detailed and realistic flight sim for the single player, in which you can fly a AV-8B Harrier 2+ or the AH-1W Cobra attack helicopter. The smooth control and sharp graphics make this one of the better-looking flight sims out there. To insure the accuracy in the game, it was designed and produced by veteran Gulf War pilot Bryan Walker.

The second game, *FN2: Commandant* is a multi-player flight sim and real-time strategy in one. The 16-player network game has players flying all over the map, while a commander places troops and tanks along the map. The version we saw still wasn't ready for review, but military buffs are sure to enjoy the incredible realism in the flight sim and the real-time strategy.

The real-time strategy game is very similar to *Command & Conquer*, except it's a much more realistic and not quite as fast.

SYSTEM: PC
PUBLISHER: Eidos
DEVELOPER: Eidos
RELEASE DATE: AUGUST



The meticulously modeled planes feature virtual cockpits and realistic control.



The different camera angles let you go anywhere, from inside the plane, outside the plane, or even in a missile.

Metal Gear Solid

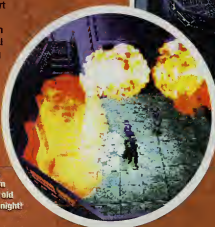
Snake is back...
...and he's mad as hell!

Players last got the chance to play the sneaky role of *Metal Gear's* Solid Snake almost ten years ago. Now, after what seems to have been an eternity, Konami is back and it's reunited the original *Metal Gear* development team as well.

Though details on the plot are still sketchy, one can easily assume by the title that original threat, the *Metal Gear* Weapon, has been rebuilt. Of course, this means that Solid Snake, the main character that destroyed the original *Metal Gear*, is back along for the ride.

What makes the *Metal Gear* series so cool is the covert gameplay. If anyone can sneak past enemy defenses, Snake's the man! The game is now set in a 3D environment a la *Resident Evil*, and all the covert ops equipment (silencer, night vision, etc.) that has become part of Snake's wardrobe is here. Even though the game is on schedule for an early 1998 release, fans of the original have plenty of reasons to start getting excited about this game. After all, this is one of the classics!

Snake knows Evil... and how to blow it up, too! Check out that fireball!



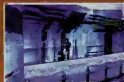
There's a hot time in the old town tonight!



The dark, foreboding graphics give a good indication of the game's atmosphere.



Although similar in some respects to *Resident Evil*, *Metal Gear Solid* is a lot more action-oriented.



The levels and backgrounds have the appropriate 'doom and gloom' look.

SYSTEM: PLAYSTATION
PUBLISHER: KONAMI
DEVELOPER: KONAMI
RELEASE DATE: OCT. 1998



The Reign of Pain
shows mainly
on the Plain.



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Legend of the Mystical Ninja 64

Konami's cracked Ninja idiots return - this time on N64

SNES fan! Remember *Legend of the Mystical Ninja*? It was a broad mixture of different game styles, all packed into one value-filled adventure. Platform, puzzle, arcade, shoot 'em up — a bit of everything really. It was an instant classic and spawned a number of sequels. Well, now we're up to number five, and it's going to debut on the Nintendo 64.

Konami has spent an awful long time developing this — it was apparently its first confirmed project for Nintendo's 64 bit machine. The game has changed a little

since its initial conception, moving from a broadly similar sequel to a more complete and individual game.

Although the multi-game nature of the series has been retained, the meat of the title is a platform-style romp, similar in some respects to *Mario 64* and more recently, *Dreamcast*.

Wandering through the 3D terrain is mindlessly addictive. The characters (you can choose from three at present) are slick and wonderfully animated. The object of the game revolves around cash. You have to earn enough to enter the various stores, inns and arcades hidden throughout the game. Earning cash is a simple matter of whacking bad guys with various weapons, including a big flute and a yo-yo.

As with the previous *Mystical Ninja* games, there are plenty of hidden surprises, including fully playable versions of other Konami games, all there for the finding. There are plenty of puzzle elements (a little like *Zelda*) and absolutely tons of boss creatures to defeat.

Although the version we saw (at the recent Tokyo Game Show) was cool, it was still pretty early, and Konami expects to improve lots of stuff before the game launches in Japan.

The graphics are super cute, with lots of typically Japanese-looking characters running around in an almost unbearably optimistic landscape. Sound and music also follow the cute trend, but with a hint of traditional Japanese themes. Konami US has made no decision to launch this game in the US, but the simple arcade nature of *Mystical Ninja* would make it a sure-fire hit over here.

SYSTEM: NINTENDO 64
PUBLISHER: KONAMI
DEVELOPER: KONAMI
RELEASE DATE: TBA

The giant Easter Island statue just kicked your butt. *Gradius* fans might remember how dangerous those statues can be.

With hair like this, who needs enemies? Check out the texturing on the bridge.



Super distorted, big headed little RPG guys duke it out in *Mystical Ninja*, just like in real life... yeah... right!



Enemies range from these walrus wannabes to these goons with really big eyes.



Swimming is one of the more fun ways to get around in *Mystical Ninja*... but it can be dangerous, too.



Inside the robot head and you now have a better chance of destroying the giant clown of death.

Castlevania X

*Slightly more interesting than
any interview with a vampire*

Konami's *Castlevania* series has been rumbling along for a very long time. Making its debut on the NES, the game was an instant success. Guiding the whip-wielding Simon Belmont through platform-filled dungeons was the very essence of fun. Those were the days when games were all about control, finesse and level design — none of this crazy modern 3D nonsense. Well the good news is that *Castlevania* is back — with a vengeance.

There is, of course, bad news to balance out the good. For one thing, Simon Belmont is gone (seemingly forever, but you can bet the impending N64 version of *Castlevania* will have him back) and at first sight, you might be forgiven for thinking your PlayStation had morphed into a SNES. Seriously,

as you can see from the screenshots, Konami has (cleverly) retained the 2D style.

The graphics are 2D, there's no denying it, but what glorious graphics they are. Wonderful color palettes, great special effects — like fog, rain and lightning — and some of the best animated sprites you'll ever see.

To replace Simon Belmont, Konami has chosen the dark side: a vampire named Alucard, but nothing is simple in the world of darkness, so knowing who's good and who's evil is all a matter of how you play...

The game features multiple endings (Konami hints that there may be as many as five), but there is really only one path. As you guide the sword-swinging Alucard through the castles and countryside, you'll find plenty of weapons, magic, and power-ups. There are bosses, sub-bosses, mini-bosses and secret bosses. It's a total boss-fest.

If you like the graphics, then you'll love the sound.

Konami's has pulled out all the stops for a hair-raising soundtrack.

This game is looking pretty damned cool and nothing short of demonic possession will stop us from reviewing it next month.

The overland map is very reminiscent of *Super Metroid*, as are a number of the game's other features. Puzzle solving skills are required to bolster your swordsmanship.



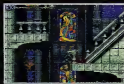
SYSTEM: PLAYSTATION
PUBLISHER: KONAMI
DEVELOPER: KONAMI
RELEASE DATE: TBA



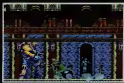
Superb animation on the Alucard sprite is typical of all the game's creatures.



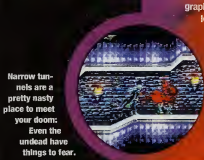
This (Japanese) option screen shows the depth of the game.



Huge stairwells link the vertical sections of the castle.



Mid-level bosses break up the exploration boredom.



Narrow tunnels are a pretty nasty place to meet your doom. Even the undead have things to fear.

Look before you leap. Danger lurks around every corner, even here, right at the beginning of the game.



These guys look as tough as they actually are. Their swords have a horribly long reach.



The plant life is pretty unfriendly. A can of DDT would be handy, but is sadly unavailable.



The backgrounds are pretty, without being too distracting, and parallax scrolling is used (for the most part) instead of true 3D. The effect is pleasingly familiar.

1 Time your jump carefully, the axe-throwing bad guy doesn't follow any predictable pattern.

2 Yes, the skeletons do come back to life after you kill them once.



Nascar '98

EA puts some gas into the Andretti engine for this promising title

Fresh off the commercial and critical success of *Andretti Racing*, EA and Stormfront Studios have once again teamed up to create the ultimate NASCAR racing game.

The game is running on an enhanced version of the *Andretti Racing Engine*, which has been upgraded in all areas. The game runs 25% faster, features more textures, and now has you racing against 23 other cars. The ability to use more textures has allowed the developers to create exact replicas of all the major NASCAR vehicles, which means that you can now race product emblazoned cars around the track just like the pros. Cars like the Tide car feature every single detail and the real drivers as well. On top of that, each car and driver performs better or worse depending on the type of track.

There are a total of 16 tracks, including 10 real NASCAR tracks and six fantasy tracks. Eight of the tracks are different types of circuit (round) courses and the other eight are road courses. The game is loaded with



The graphics are very comparable to *Andretti Racing*, but some improved effects and textures have made *NASCAR 98* looking even better.

options and features, including the popular split-screen mode of *Andretti*. You can race at any percentage of the real NASCAR races, including the full 200 lap races you see on TV. The balance between simulation and arcade has been placed in the player's hands. You can choose to have an all-out arcade style racer or race with all the worries of NASCAR drivers.

Perhaps the most authentic feature in the game is the drift meter, which allows you to get behind other vehicles and use them to pick up speed, then blaze by on the straightaway. The AI in the game will also have your teammates working with you, by letting you ride behind them until you're ready to make a run. With all the attention to detail and features, this should definitely be the ultimate in *NASCAR Racing*. Yeah!!!

It's moments like this that make you wish you had a really good insurance company...



The six fantasy tracks add a ton of variety to the game.



The ten real Nascar tracks were all created with exact detail from aerial photographs and blue prints.



When the cars peel out, they leave tracks, which stay there for the whole race.

Sure, you're only turning left, but do it wrong and there'll be hell to pay!

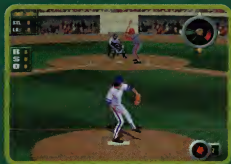


Check out the accurate body painting on these cars! Think any of the sponsors paid a little kickback to EA?



You can almost smell
the freshly cut grass.

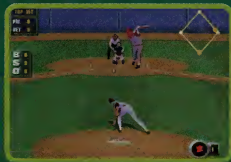
The hot dogs.
The pine tar.



Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



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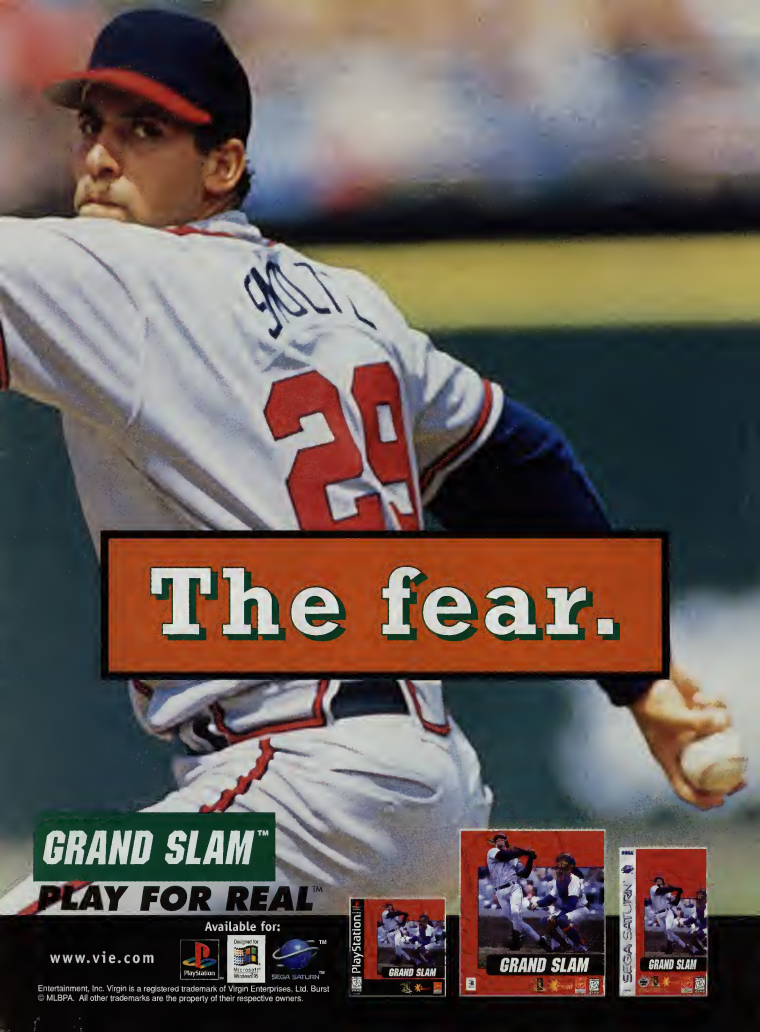
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Apocalypse

Bruce Willis, blood, and imminent doom
— what else do you want in a game?

Activation has signed an unprecedented deal with movie superstar Bruce Willis, who will lend his voice and motions to the bloody sci-fi action game, *Apocalypse*.

In the game, Bruce Willis is your virtual 'buddy' as you race around the future trying to

destroy the four horsemen of the apocalypse: his usual

The fully 3D backgrounds allow for exploration and enemies coming from every side.

wisecracking comments are used to help move the story and pace of the game along, but it isn't just Bruce's voice. Activation motion-captured the actor's motions as well, to make the polygonal character as close to real as possible. Some of the voiceovers we heard were classic Bruce, although it is doubtful that any of the four-letter words will make the final game (let's hope for a code). Even more talent is looking to be added to the game in the form of singer Poe (*Angry Johnny*). Nothing has been finalized, but word has it that the angry pop singer will be appearing as the scantily clad Plague.

The gameplay in *Apocalypse* is going to be as hectic as a classic top-down shooter with the visual panache of a *Resident Evil*. The changing camera angles create a cinematic feel, while always giving you a good view of the action. The smooth animation of the enemies and characters should give the game a crisp polished look. The version we played was still super early, but you could already see signs that *Apocalypse* could be one of the bigger action games this year.

The biggest star to ever appear in a videogame, Bruce Willis is looking to change the industry.



The conceptual art for *Apocalypse* is extremely detailed. There is even talk of a comic book coming soon.



Yeah, you're right... she's not exactly Demi Moore.

The detailed artwork for all the characters is very impressive. These sketches have a certain gritty, 'fighting in the streets' look to them.



SYSTEMS: PC, PLAYSTATION
PUBLISHER: ACTIVATION
DEVELOPER: ACTIVATION
RELEASE DATE: FALL



Here's you and Bruce wading through swampy water and shooting spiders.



It appears that Bruce's new weapon of choice shoots Nerf balls.



The camera angles will vary throughout the game for greater variety.



The detailed cut-scenes should help to bring Bruce and the story to the forefront.

F1 Pole Position

Could this be a winning
Formula for Ubi Soft?

The Nintendo 64 is fast becoming the choice for racing game fans. With games like *Mario Kart*, *Wave Race* and *F-Zero 2* already out or imminent for the system, it's kind of a no-brainer. *F1 Pole Position* may well be the next racer to appear in the US, released by Ubi Soft. The game has already been released in Japan under the title *Human Grand Prix*, and was, in fact, programmed by Human.

This is actually a remake of a game that appeared on SNES quite a few years ago, but with vastly improved graphics and control. Like the previous incarnation of the game, the N64 version lacks the benefits associated with an official license, so the drivers have made-up names, as do the cars.

Graphically speaking, *F1 Pole Position* is a bit of a mixed bag. The polygonal tracks are sharp and smooth, but

instead of smooth, circular corners, you'll see sharp, angular turns. The cars, however, are pretty flawless, with great animation and detail.

Perhaps the most interesting thing about the game is

Kill 'em. Destroy 'em all using your hyper-beam eyes. Dope, wait a minute... This is a Formula One game.

the way the analog steering adds to the gameplay. Although analog devices are available on other racer games and systems, *F1 Pole Position* was built as an analog game from the ground up. This means you have far more cornering control, which means less reliance on brakes while turning. This added control makes the game faster all round.

Although our criticisms are based on the Japanese version of the game, it is unlikely that major changes will be made, but one should be: the pit lane acts like a tractor beam. Trying to cut across the entrance to the pit lane as a shortcut is a bad idea, since any contact with that area will automatically guide you into a pit stop, whether you want one or not. That really sucks!

The presentation is very nice, using N64 hardware capabilities to make a bunch of cool-looking backgrounds and there are plenty of options. Again, it should be stressed that UbiSoft has promised some changes for the US release, but this is pretty good as it stands. We'll bring you a review soon and give you the full scoop.

Driving off road results in skips or slowdown, but not in a spectacular crash.



the N64's anti-aliasing

capabilities seem to have been ignored and there is a little pop-up as you drive the circuits. The track outlines are made from fairly simple shapes, so

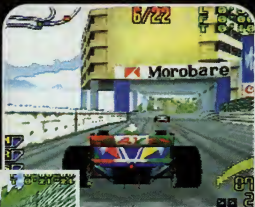


1 Pit stops are a necessary evil — your car gets pretty messed up if you drive it badly.

2 Anti-aliased graphics are smooth, but weird looking, with that N64 'smear'.



SYSTEM: NINTENDO 64
RELEASE: UBI SOFT
DEVELOPER: HUMAN
RELEASE DATE: AUGUST



Monaco is perhaps the prettiest of all Formula One racing tracks.



Made up comedy names replace those of real drivers.



The tracks, at least, are pretty faithful to the real ones.



Unfortunately, some of the corners look a bit too angular. Not so bad at high speed.



The animation and detail on the vehicles is nothing short of superb, easily on par with PlayStation. Although pleasant, Formula One game for PlayStation.

Racing Jam

Konami takes its new Cobra board for a test drive

The ASI show in Las Vegas, Nevada, played host to the unveiling of Konami's brand new Cobra arcade board. This next generation arcade hardware processes five million polygons a second and can perform lighting, shading, and texturing like you've never seen. This was all just technological mumbo jumbo until Konami showed footage of *Racing Jam* and *FF 573* (an untitled fighting game) to an amazed gathering of industry pundits.

The demo of *Racing Jam* showed three different tracks,

each with distinctive elements. The first track is a pylon obstacle course (like those nifty car ads), where the player must maneuver between the cones at top speeds. The second course is a more standard road course (similar to *Ridge Racer*), that featured winding cliff roads and crashing waterfalls. The final course is a night course where the cars headlights illuminate the course with amazing detail.

The graphics in *Racing Jam* are the best we've ever seen, even surpassing Sega's model 3-based *GT Racer*. The polygonal cars look more like actual vehicles than some cars on the road and you can even see the driver inside the car, turning the wheel as you race around the corner. The car's detail includes things like spinning gold rims, readable license plates, smoking tires, and a fully operational dash board.

The game looked so amazing that it's difficult to believe that it's real, but according to Konami, all of the footage on the demonstration is from actual gameplay. We'll keep you up to date as we find out more about this amazing new game.



Special effects, like fire out of the tail pipe, crashing waterfalls, and smoking tires are all beautiful.



Different camera angles include this in-the-car view. Just look at the detail of the smoke.

SYSTEM: ARCADE
PUBLISHED BY: KONAMI
DEVELOPER: KONAMI
RELEASE DATE: FALL

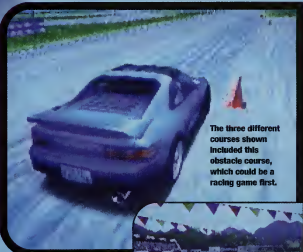


No, this isn't a photo of a real car. It's an actual game screen. Wow!

You can see the driver inside the car. He even turns according to your controls.



The night course features some absolutely amazing lighting and a full city in the background.



The three different courses shown included this obstacle course, which could be a racing game first.

Drifting through a power slide certainly looks like a good time. The track detail is simply amazing!



Armageddon

SYSTEM: ARCADE
PUBLISHER: ACCLAIM
DEVELOPER: ACCLAIM COIN-OP
RELEASE DATE: AUGUST

*This brawler packs
a real big... spell?*

On a recent trip to Las Vegas to take in the ASI arcade show, Acclaim Coin-Op invited **ULTRA Game Players** to a special screening of its upcoming arcade game, *Armageddon*. In

many ways, *Armageddon* is a completely new thing for the arcades.

It is essentially a two-player fighting game, but the way the fighting takes place is completely new. The players take control of different characters which then have to use magical energy to build creatures that attack the opposition. You can also attack with a projectile and power up your magic power by sucking up the creatures before they start to hatch. What this hectic gameplay results in is a intensely deep and fast paced game that is well worth a trip to the arcades. *Armageddon's* characters and worlds are all based on the popular *Magic: The Gathering* characters, which is a bonus to fans of the series.

Even though the graphics aren't on the same level as *VF3*, the unique gameplay is something arcades have needed for far too long.



The levels have an unearthly maza-like quality.



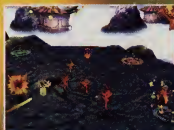
Look out! He's got a spell and he knows how to use it!



All kinds of mythical creatures are represented.



Some of the spells pack an awesome punch!



There's plenty of nonstop action here!

Deathtrap Dungeon

*What's dark
and has sharp teeth?*

Based on Ian Livingstone's highly successful *Fighting Fantasy* books, *Deathtrap Dungeon* is the first in a series of 3D combat games that Eidos is making. The game is a fast and furious, hack and slash, 3D action game. The setting is

typical dungeon fare and the pulled back third person view really gives the player a chance to explore the world.

With 16 deadly levels modeled in 3D, light sourced, and brought to life by over 55 horrible creatures, *Deathtrap Dungeon* promises to be one of the most

SYSTEMS: PC, PLAYSTATION
PUBLISHER: EIDOS
DEVELOPER: DDMARK
RELEASE DATE: AUGUST



These screens are from the PC version and they look amazing. The PlayStation version won't look quite as nice, but should control much smoother.

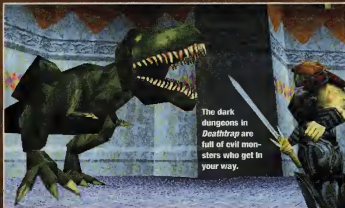


The main characters include this scantily clad female warrior, who seems to be in a bit of a bind right here.

intricate titles of the year. The PC version is going to fully support MMX and 3D cards, along with offering some multi-player death matches, while the PlayStation will feature similar graphics and play. This game



The 3D world and monsters put the player in a real three-dimensional dungeon for the first time ever.



The dark dungeons in *Deathtrap* are full of evil monsters who get in your way.

is the first to use Eidos' new 3D engine, and, if it succeeds like *Tomb Raiders* did, there will be some very happy gamers. The blood and gore of the game is another thing that may interest gamers, since the developers have no plans of removing this blood for the PlayStation.

Sonic Jam

Carvorting with a hedgehog has never been so much fun

Every now and then, Sega throws a surprise our way, like *Nights* or *Panzer Dragoon*, but this time, *Sonic Jam* brings back a familiar face: one Mr. Sonic T. Hedgehog. And it's a welcome return, but perhaps not in the form you'd imagined. Sonic was supposed to be back last year in a game called *Sonic Xtreme*. The name of the game was the biggest clue to its fate. *Sonic Xtreme* was named at a time when marketing 'geniuses' were convinced that America's youth went to school on a jet-powered snowboard, naked, painted blue and slammin' a 'Dew'. Those were 'Extreme' times, my friends.

Too extreme, in fact. *Sonic Xtreme* was not to be. A combination of factors led to its

delay and eventual cancellation. The 3D romp that was planned fell by the wayside. It's not all bad news, though — *Sonic* has migrated back to Japan and his original creators, including Yuji Naka, so the end result will probably be better anyway. Mr. Naka and his team are working hard on what they have termed *Sonic Project*, a 3D *Mario*-style romp with (we're told) gameplay features that have never been seen in any other game.

Think it's too late for Saturn? Don't be fooled — the PlayStation surged ahead on the strength of a single game (*Final Fantasy VII*) and the same thing could happen on the Saturn. *Sonic Project* could be a much needed shot in the arm for the machine. *Sonic Project* is some way off, perhaps a year, but until then, just to remind you of the wonder that is the little blue Hedgehog,

comes *Sonic Jam*. It's the collection Saturn fans have been waiting for. Every major *Sonic* game, on one CD, with a cool 3D selection interface — a taste of things to come.

In some respects, this is similar to Namco's museum series — you move Sonic around in a 3D version of a *Sonic* level — choosing the 16-bit *Sonic* game of your choice: *Sonic*, *Sonic 2*, *Sonic 3*, or *Sonic and Knuckles*. Yes, you can combine *Sonic* and *Knuckles* with another *Sonic* game to get the secret level.

I guess the big question is: Do I have all of these games already? If the answer is no, then it's a no-brainer. You get some of the best platform games ever made, with the added bonus of a fully playable 3D time trial game, a Gallery of *Sonic* art, music and other goodies. We'll have more info on this and the mysterious *Sonic Project* next month. Yeehaw!

If you take a dive...



This 3D level is where you choose which game you want to play.



Sonic can run around at his leisure...

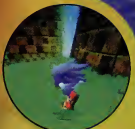


...leaping, carvorting, and generally enjoying himself.

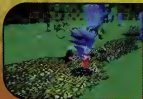
SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: 4TH QTR 1997



Who knew that Sonic could swim?



Sonic's on the hunt for some of those fancy 3D rings in the Time Trial Mode.



Even in a 3D environment, Sonic hasn't slowed down one bit. All his powers, including Super Speed and his amazing Spin Move, remain intact.



At moments like this, one wonders why Sonic didn't just run under the arch, instead of heading for this very painful faceplant... Ouch!

Spawn

Somewhere in this marketing behemoth lurks an intriguing game

A perennial comic book favorite, soon to be joined by the release of a major motion picture this summer, *Spawn* is the type of license that videogame companies lust after. Of course, traditionally a license has been the kiss of death for quality and innovation in a game, but judging from early peaks at *Spawn*, this could be one of the rare exceptions where fun and a license can coexist peacefully.

Spawn, the videogame, won't be an attempt to recreate the storyline of the comic or movie in excruciating detail.

Instead, the developers of the game are intent on capturing the essence of the character and placing him within a distinctly unique story. The basic storyline has *Spawn* traveling through time to access the Tower of Hell.

Spawn will transform into three different versions of the character (*Savage*, *Medieval*, and *Street*) in relation to the particular era that a level is set in.

The adventure portion of the game will have *Spawn* exploring, solving puzzles, and picking up magic spells and other power-ups. The fighting portion of the game will have *Spawn* encountering enemies of different strengths and capabilities while exploring. Unlike previous genre-bending titles like *Perfect Weapon*, *Spawn*'s battles won't be limited to a particular area. A possible battle scenario would have *Spawn* fighting, then running down a hall while being chased, and continuing the battle in another area. *Spawn* will possess a full array of 3D fighting moves, with the ability to create combos. Among the weapons at his disposal will be clubs, guns, era-specific weapons, and limbs torn off of his enemies.

How well *Spawn*'s developers capture the essence of the comic book

character and how seamlessly the adventure and fighting genres are melded will have much to do with *Spawn*'s ultimate success as a videogame. A less apparent, but equally important factor may be how interactive the game's environments will be. Gamers (and yes, the media) are a jaded lot and if *Spawn* merely equals the feats of last year's *Tomb Raider* and *Resident Evil* in terms of interactivity, it may not be enough. If all the development team's ideas and ideals are ultimately implemented in the final game, *Spawn* has the distinct possibility of setting the new standard for 3D adventure games.

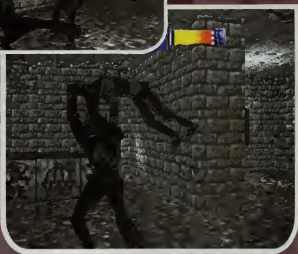
SYSTEM: PLAYSTATION
PUBLISHER: SONY CE
DEVELOPER: SONY INTERACTIVE STUDIOS
RELEASE DATE: AUGUST



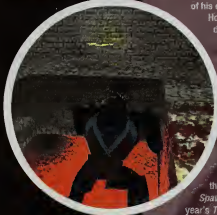
Meet Medieval *Spawn* and Savage *Spawn*. They will be joined by street *Spawn* who lives in the present day.



A hot comic license and beautiful 3D graphics are two ingredients that *Spawn* already has.



The fighting element will be critical part of *Spawn*'s gameplay. The ideal would be a seamless interface with the adventure portions of the game.



Spawn is shaping up nicely, even though the characters in these shots aren't the final animations. The dark, brooding dungeon is nice, but whether it captures the spirit of the comic remains to be seen.

Castlevania 64

Dark and stormy nights
were made for the N64!

Of all the games shown at the recent Tokyo Game Show, *Castlevania 64* was perhaps the most talked about. Most of the talk was about the fact that the game wasn't displayed publicly — only behind closed doors and to a select few. There's a

pretty good reason for that, too. *Castlevania 64* is about a year away from completion, and this early look shows it at a very rudimentary stage.

Good news for *Castlevania* purists, though. This new 3D incarnation supposedly has exactly the same plot and

characters as the first NES outing.

As you can see from the screenshots, all the characters are polygonal and *Castlevania*'s sparse environments should ensure a visual experience at least as exciting as *Turok*. Although no backgrounds are fully developed at this stage, you can see that the game is going to have more than a slight hint of *Zelda 64* in appearance. The character animations are stunning. Konami is going all out with magical lighting effects — one of the N64's specialties. *Castlevania* is making the N64 look better all the time.

What scary game would be complete without a graveyard?

The intimidating *Castlevania* — a creepier castle there never was. And *Dracula* lives in it.



No, this isn't an ad for a chiropractor's office...



Run away! Run away from the... floating suitcases?



Simon Belmont, rendered in glorious 3D and carrying his trusty whip.

Last Bronx

What's big, nasty, brutal,
and wants all your quarters?

Since *Virtua Fighter* first revolutionized fighting games with 3D, Sega has been at the forefront of the genre. *Tekken* fans might scoff, but the *Virtua Fighter* series has always been deeper and more sub-

tle than Namco's efforts. Fighting games, however, don't really need subtlety and, with this in mind, Sega unleashed *Last Bronx* in the arcades.

The Saturn version is at least as good (in terms of conversion quality) as

Virtua Fighter 2.

Wait a minute, that aircraft looks familiar... isn't it the plane from *Fighting Vipers*?

The high resolution polygonal fighters are brilliantly motion-captured and look utterly convincing. The backgrounds are better than those found in *Fighting Vipers* and the whole package is somehow more appealing and solid than *FV*.

The characters in the game are taken from tough-guy Japanese street gangs. The *Last Bronx* title is kind of misleading —

ing — this game takes place in Tokyo. This is one of Sega's only weapons-based fighting games, with all kinds of nasty street-style clubs being put to good use. *Virtua Fighter* fans will feel right at home.

Although *Last Bronx* is at an early stage, Sega promises that every arcade feature will remain intact. It's got better graphics than *Virtua Fighter 2*, and more charisma than *Fighting Vipers*, but I bet you still want to know where *Virtua Fighter 3* is.

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: FALL 1997



Like *Fighting Vipers*, the battle area is contained by a boundary...



...which can be a useful fighting tool.



...as well as an obstacle, denying the player victory.

StarFox 64

The sequel you've all been dreaming and drooling about

Fox McCloud is one of the most memorable characters ever to emerge from the Nintendo stable. He and his band of animal chums first saved the universe some five years ago. Now they're back, this time in 64-bit splendor and with two true gaming breakthroughs in tow.

The first *StarFox* game was a simple shooter. You had to fly a ship along a pre-determined path. Sure, you could move wherever you wanted within those limits, but you could only go forward.

StarFox 64, at first glance, looks very similar to its predecessor. Spaceships, boss monsters, asteroids and the like, but there are a couple of huge differences. For one thing, super-solid, supersmooth polygons are enhanced by some of the coolest lighting effects around. All the enemy spacecraft look awesome. Your spaceship now handles even better, thanks to analog control and good button layout. A quick twitch on the stick and you can barrel roll your way into or out of danger.

A whole new section has been added to the mix: A morphing tank for attacking ground-based installations. This section doesn't just add variety, it presents a whole new challenge.

The US version of *StarFox 64* is scheduled for June and should ship with the brand new "Rumble Pak", a weird new add-on that plugs into your controller and enables force feedback. Basically, a tiny solenoid coil vibrates when certain things happen on screen, like explosions. This really adds to the tension as you play — violent collisions result in violent movements in your pack.

Add to this a four player, split-screen dogfight mode and you've got yourself one of the most exciting N64 games ever conceived. We'll definitely, positively, absolutely be reviewing this next month (unless aliens get us and do stuff to us with really cold metal probes), so keep watching the skies.

The sheer amount of stuff in this amazing ship is every where. Around-based had sky fly into action.

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE DATE: JUNE



Solid polygonal graphics display the action perfectly. No bugs here...



The action comes fast and furious in *StarFox 64*.



The four player mode allows you and three chums to duke it out in alien airspace. Prowling stuff up has never been so much fun.



Driving the tank is tricky. It's not quite as agile as the spaceship.



Smooth, smooth, smooth — *Starfox* (in 1 player) is smooth.



Yes, the tank can jump and lasers are a good incentive.

The four player dogfight is a great added bonus, the frame rate drops, but not horribly.

You can spy on your opponents, loop round and get 'em from behind.



Your animal pals keep you informed about the dangerous section around you. Unlike that game feature in the original *StarFox*, this can be useful.

SYSTEM: SATURN
 PUBLISHER: BMG ENTERTAINMENT
 DEVELOPER: NMS SOFTWARE
 RELEASE DATE: JUNE

Mass Destruction

Who said war was hell?

While larger game developers, like Electronic Arts, put out poor ports of their PlayStation games, developers like BMG's NMS software do quality Saturn-first programming. *Mass Destruction* brings back classic tank gameplay with a 32-bit touch and is already doing things that everybody thought the Saturn couldn't do.

The gameplay will be simple, but the underlying engine is shaping up to be something else altogether. For each city you level, each reactor you destroy, the defenders will raise the aggression

level a notch. If you're really good, then they start calling in the big boys, with carpet bombing, heavy tanks, and soldiers with flamethrowers. Play fast, and you can pass a level, but miss everything. Play hard, and you'll face resistance so tough, it makes Rambo look like Martin Short.

It looks like NMS is out to prove that it's not the hardware, but the software that makes the game great.

The graphics may lack sophistication, but they're darned smooth and do the job as well as any first person shooter.

Your tank is easily maneuverable and packed to the gills with ammo and more.

Select tank



Fans of Capcom's *Commando* might find themselves in retro heaven after a couple of games of *Mass Destruction*.



Heavily fortified encampments might require a siege.



Wow! Things blow up real good in this game!



Might as well just blow the tops off these things...



Warcraft II

Meet new, interesting green people and kill them!

The *Warcraft* series has long been among the most popular titles available on the PC, but due to the intense strategy and complete devotion required to really enjoy games like *Warcraft II*, companies usually shied away from developing them for console systems. This rift would sometimes force

strategy enthusiasts who owned PlayStation to live rather expensive double lives; playing the action-oriented games on their consoles, then saving small countries on their PCs.

This summer, Electronic Arts is finally bringing *Warcraft II* to the PlayStation. *Warcraft II* will most likely be the strongest strategy game yet on the system. This installment begins with the humans travelling into a mystic land, called Azeroth, to do battle with the Orcs. The storyline then splinters into sub-plots and involves the deep character development found in RPGs.

Warcraft II definitely seems ready to attract a whole new group of fans on the PlayStation.



The clowns are in nice introduction to the game.



It's the Orcs against the Humans, not again!



The detail of the landscape adds to the adventure.

The complexity of combat makes *Warcraft II* an intense experience. Kill 'em all!

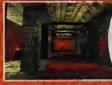


The battles are massive and lie at the heart of any decent strategy game. The better the graphics in battle, the more involving the game.

Hexen II

Hexen is back
with new ways to die!

Best described as a Quake-type game (since it utilizes the Quake engine) with RPG elements,



Too early a version for enemies yet, but these eerie environments have us looking over our shoulders already. All that's required is some splattered blood and the game will be tastefully decorated.



The time has officially come for console gamers to envy PC graphics. This cathedral is exquisite.

Hexen II is one of the most anticipated PC games coming out shortly.

Even these early screenshots show graphics that promise to be both extraordinary and revolutionary, but it is the new gameplay elements that promise to make Hexen II more than just another RPG-flavored Quake/Doom game. There is now a cast of characters who have come to an uneasy truce with the player. Each character has five different weapons and specific advantages and disadvantages which adds the strategic element of selecting the appropriate character for a given situation. A new experience system also allows to gain special innate abilities as the game progresses. This system will certainly add a new element as players try to increase powers while embroiled in a death match. Gentlemen, sharpen your blades!

SYSTEM: PC
PUBLISHER: ACTIVISION
DEVELOPER: RAVEN SOFTWARE
RELEASE DATE: SUMMER



Look a little familiar? Hexen II may use the Quake engine, but it aims to take it to the next level.

Oops, spoke too soon! How were did we put that weapon?



Carmageddon

Where it pays to have
a completely lousy driving record...

With the impressive number of high quality racing games being released for the PC, it's easy for a game to get lost in the shuffle, but the carnage-laden Carmageddon is a title that cannot be ignored.

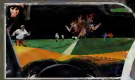
Similar in concept to the console favorite Twisted Metal, the gameplay centers around driving an automobile armed for mutilation around a wonderfully detailed 3D track. Each of the game's 36 tracks offers a huge wide open environment and let the player venture off the main course to explore and experiment. One particularly bloody, but memorable,

gaming moment from the alpha version of the game has the player entering a football stadium and running over players. Once the splatting is complete, the player exits the stadium and continues the race through the completely interactive cityscape.

All this extracurricular activity doesn't get in the way of the gameplay because there are actually three different ways for a player to win each race: destroy all enemy vehicles, kill all pedestrians, or actually complete the race circuit. The game features a number of intriguing Death Race 2000-influenced

vehicle designs possessing accurate car physics. All combined, Carmageddon promises to take everything that Twisted Metal has to offer and make it bigger, more interactive, and better.

SYSTEM: PC
PUBLISHER: INTERPLAY
DEVELOPER: SCI
RELEASE DATE: JULY



See a stadium, go inside, and get a little payback for all those outrageous salaries athletes get these days.



Despite a passing resemblance to Twisted Metal, Carmageddon focuses more on actual driving than projectile weapons.



Carmageddon is the ultimate confrontation on wheels. And if a few pedestrians happen to get in the way... GOOOD!



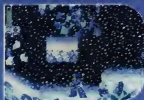
Picking up where Death Race 2000 left off, the vehicles in Carmageddon incorporate some truly inspired designs.

Mega Man

There's plenty of eye candy in Mega Man's latest outing

X4

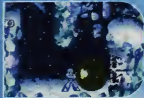
SYSTEM: SATURN
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: 4TH QTR 1997



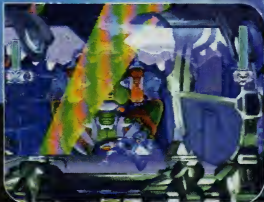
Here's Mega Man on the hunt for bad guys in the snow.



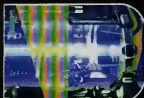
This guy ain't exactly Frosty the Snowman, so...



...Eat flaming death, you misguided minion of Evil!



The cartoon-style animation and background art...



...reach new levels of detail and scintillating color.

Capcom continues the celebration of Mega Man's tenth birthday with its latest project, *Mega Man X4*. Though Mega Man X or 'X' (that's his real name) isn't the REAL Mega Man we've all grown accustomed to, this futuristic doppelganger has managed to spawn three sequels of his own.

Like *Mega Man 8*, this title is nothing but pure platforming heaven. Graphics are more vibrant than ever and Capcom's even managed to squeeze some cool transparencies out of the Saturn for additional eye candy. Speaking of eye candy, X, as well as the other on screen characters, is animated to perfection. The music blends in well with the few stages that are finished, plus, it sounds a lot better than *Mega Man 8*'s quasi-rave soundtrack.

In the gameplay department, control is as solid as ever, but the stage design seems to have taken small step in the retro direction. However, these new stages do compliment X, who has a few moves that Mega Man never had, such as the ability to scale up and down walls.

All in all, this game is looking like it's going to be another platforming blockbuster. Fans of the *Mega Man* series and Capcom's beautiful hand drawn art have yet another game to clamor over. The fact that the *Mega Man* series is now getting a tiny bit more sophisticated in the gameplay department helps, too. There's a lot more to it than

these days simply head-ing right with the fire button depressed. However, don't expect a brain-taxing experience. The puzzles you do have to solve generally involve shooting stuff, but

Mega Man fans don't care.

Here's one for the rumor mill. Apparently, Capcom Japan is looking at a 3D adventure for its little blue super hero and, yes, that would be a Nintendo 64 game. Nothing confirmed though, so don't hold your breath.



As usual, Mega Man has to power himself up somethin' fierce before he can even think about taking on those bad guys.



Mega Man X4 is the best looking *Mega Man* to date.

Third time's a charm.
If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
- Unique save/ranking feature holds your place between matches.
- 2 player mode.
- Dozens of brand new fighting combos.
- Improved game and control dynamics.

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Clayfighter 63 1/3

Pound for pound, this Play-Doh packs a punch!

While *Clayfighter* was something of a smash hit when it debuted on 16-bit consoles a few years ago, Interplay has

decided that we didn't get a big enough dose first time round, so it has taken the trouble to update the game for 64 bit systems. *Clayfighter 63 1/3* is the resulting game and it's looking pretty darn nifty.

Most of the old favorites are sadly gone, like Blue Suede Goo and Helga, but they have been replaced by an all-new assortment of Claymation fools, including High Five (a dismembered hand) and Lady Liberty (a clay version of America's favorite statue). The gameplay remains remarkably true to the original, with the highly detailed sprites now fighting it out in a faux 3D arena (like *Killer Instinct Gold*) in a fashion very similar to *Street Fighter*.



The backgrounds convey quite a sense of depth.



Who knew it could be so much fun watching dirt fight?



The backgrounds are made up of polygons, which move as the camera pans around the action.

SYSTEM: N64
PUBLISHING: INTERPLAY
DEVELOPING: INTERPLAY
RELEASE DATE: TBA



Hey, it's Frosty the Snowman versus... Uh, Frosty... What a way to break the ice!!

If you mixed colored clay like this when you were young, all you get was a kind of gray colored lump...



Clayfighter Extreme

Anything can happen when you fight dirty...

For the PlayStation, *Clayfighter Extreme* is similar in most respects to the N64 *Clayfighter*

title. Again, 3D backgrounds enhance the aesthetic appeal of the game, as sprite-based characters leap around the screen, using their clay-related powers to defeat unsuspecting opponents. The good news for platform game fans is that two of your favorite characters make an appearance: Boogerman and one Mr. Earthworm Jim.

Graphically, this is pretty damed close to the N64 version, with the 3D backgrounds a little less impressive (this is an early version of the game, however), but the gameplay seems to be pretty much the same. The very distinct *Clayfighter* musical style has been retained, but adapted to take advantage of the PlayStation's capabilities.

Some fans will be disappointed that the actual characters aren't polygonal, but remember, half their appeal is that they're made of clay and then turned into sprites. And kids love clay. It's a proven, scientific fact. Honest.



Bad Mr. Frosty is one of the characters retained from the original *Clayfighter* games.



Each character has a wide range of secret moves.



This brings a whole new meaning to the phrase "snowball fight!"



The faux 3D effect works quite well for this title.



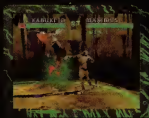
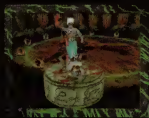
Hey, wait a minute... Isn't that Earthworm Jim? Well, he IS a natural in clay...

SYSTEM: PLAYSTATION
PUBLISHING: INTERPLAY
DEVELOPING: INTERPLAY
RELEASE DATE: TBA

War Gods®

WARNING

DEPICTS EXPLICIT, GRAPHIC, BLOODY AND GORY ACTS OF ANIMATED DEATH.



www.midway.com



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Fighting Force

Core's 3D action/fighting game shows even more promise

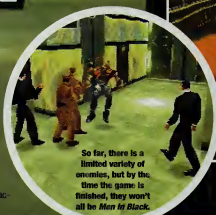
You may remember that strange man standing next to Lara Croft on our cover just a few short months ago. Well, his name is Hawk and his game is *Fighting Force*. Core Design is trying to build on the success of *Tomb Raider* with this entirely new 3D fighting game. We just recently got in a more complete version of the game and have been duly impressed.

Only the first level is playable and much of the collision detection and enemies haven't been put in the game yet, but we wanted to update our readers on the progression of this hot new title. When the game is complete, there will be four different characters to choose from and a wealth of backgrounds and items.

The gameplay is essentially like a *Frida Fight* game, but every element has been taken to the next level. Each character has over 40 moves and hundreds of items they can use to take out the enemy. The backgrounds are all fully polygonal and allow the player to roam about the levels freely. Items like guns, knives, and crowbars can be taken from enemies or found on the ground, but even more impressive is the ability to use the background. Kick the side of the elevator and the handbar falls down. Just pick it up and you've got a real big stick! You can also use the weapon from a throw move — simply hold the character and press the attack button for a vicious combo.

Admittedly, *Fighting Force* is far from finished, but it is already showing the kind of promise that *Tomb Raider* delivered on last year. Keep it right here for all the upcoming information on *Fighting Force*, *Tomb Raider 2*, and *Ninja*.

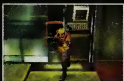
SYSTEMS: PLAYSTATION, SATURN, PC
PUBLISHER: EIDOS INTERACTIVE
DEVELOPER: CORE DESIGN
RELEASE DATE: SEPTEMBER



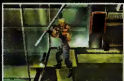
So far, there is a limited variety of enemies, but by the time the game is finished, they won't all be *Men in Black*.



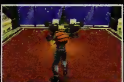
The PlayStation and Saturn versions look nearly identical. Finished obstacles, like oncoming traffic, will make *Fighting Force* very interesting.



Full 3D freedom allows you to explore the background and use it for cover as well.



The long elevator ride has the player stopping on each floor to take on a host of enemies.

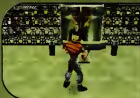


Hey, this looks like Frank O'Connor's desk...

The variety from room to room keeps every part of the game looking fresh. This is where you will meet your first boss.



The mixing of gameplay and out-scenes is quite impressive. Here, the game doesn't even pause, as a car load of buddies head into battle.



Remind anyone of *Die Hard*? The inspiration for much of this game comes from classic action movies.



Here we see a slightly different enemy, but as of yet, none of them are toting guns.



Just about the only slow part of this game is waiting by the elevators. Just listen to that awful Muzak...



The true 3D fighting is impressive. You can start your attack in one direction and alter it in the middle of a combo to take out two or three enemies with one vicious attack.

1-2 Kick the fire glass and you can have the ax or kick the elevator and you get the pole. These are fully interactive backgrounds!



Release List

JUNE

Nintendo 64

Clay Fighter 63 1/3 - Interplay
Dark Rift - Vic Tokai
Hexen 64 - GT Interactive
International Superstar Soccer
- Konami
Robotron X - Midway Home Ent.
Star Fox 64 - Nintendo
War Gods - Midway Home Ent.

PlayStation

Aaron vs. Ruth - Mindscape
Allen Striker - Attus Software
Bedlam - GT Interactive
Clay Fighter Extreme - Interplay
Darklight Conflict - Electronic Arts
Demon Driver - Phillips
Disworld 2 - Psychosis
Dynasty Warriors - Koei
Killing Time - Acclaim
Marvel Super Heroes - Capcom
Mega Man X4 - Capcom
Mortal Kombat 2 - Acclaim
Near Death - Attus Software
Neorodrome - Mindscape
Need For Speed 2 - Electronic Arts
Onside Soccer - American Technos
Pinky and the Brain - Konami
Sign of the Sun - Koei
Street Fighter Collection - Capcom
Swirl - Interplay
Syndicate Wars - Electronic Arts
The 11th Hour - Virgin
Time Crisis - Namco
TMN Bass '97 - ASC Games
War Gods - Midway Home Ent.
Warcraft II - Electronic Arts

Saturn

AD&D Iron & Blood - Acclaim
Allen Striker - Attus Software
Broken Helix - Konami
Darklight Conflict - Electronic Arts
Demon Driver - Phillips
Descent - Interplay
Duke Nukem 3D - Sega
Killing Time - Acclaim
Marvel Super Heroes - Capcom
Mega Man X4 - Capcom

MVP College Football - Data East
NBA Basketball - Konami
Sacred Pools - SegaSoft
Shining the Holy Ark - Sega
Sky Target - Sega
Street Fighter Collection - Capcom
Ultimate Football - Sega
Warcraft II - Electronic Arts
Wing Commander 3 - Origin

PC

Aaron vs. Ruth (Win 95) - Mindscape
Blood - 3D Realms
Captives - Sierra
Conquest Earth - IDS Interactive
Creatures - Mindscape
Dark Reign (Win 95) - Activision
Dominion (Win 95) - 7th Level
Flying Saucer - Anyriver Entertainment
Galactic Conquest - The 3DD Company
Links LS '98 (Win 95) - Access Software
Meat Puppet - Playmates Int. Ent.
Need For Speed 2 - Electronic Arts
Road Moscow - Encore Software
Unreal - GT Interactive
688() Hunter Killer - Electronic Arts

JULY

Nintendo 64

Robotech: Crystal Dreams - Phillips

PlayStation

Down in the Dumps - Phillips
Legends Football '97 - Accolade
Midnight Run - Konami
OAD - Phillips
The Lost World/Jurassic Park 2 - EA
Wild Animalympics - Titus Software

Saturn

Duke Nukem 3D - Sega
Legends Football '97 - Accolade
Magic Knight Rayearth - Working Designs
Manx TT - Sega
The Lost World/Jurassic Park 2 - EAVR
Baseball - Interplay
VR Pool - Interplay
Wild Animalympics - Titus Software
World Series Baseball '98 - Sega

PC

Carnageddon - Interplay
Twinsen's Odyssey - Activision
Ultima Online (Win 95) - Electronic Arts

AUGUST

Nintendo 64

F-1 Pole Position - UBI Soft
GoldenEye 007 - Nintendo
Mission: Impossible - Doan
Top Gear Rally - Kemco

PlayStation

Castlevania X - Konami
Coliderz - ASC Games
Dungeon & Dragons Arcade Collection
- Capcom
Golden Nugget - Virgin
GT Football - GameTek
Major League Soccer - BMG Interactive
Moto Racer GP - BMG Interactive
Red Asphalt - Interplay
Spawn - Sony CE

Saturn

Burn Cycle - Phillips
Castlevania X - Konami
Coliderz - ASC Games
Devil Summoner - Attus Software
Dragon's Lair 2 - Ready Soft
Dungeon & Dragons Arcade Collection
- Capcom
Lunar: Silver Star Story - Working Designs
Major League Soccer - BMG Interactive
Quake - Sega
Resident Evil - Capcom
Shadow - Ready Soft
Spikend - Sega
Tecmo Super Bowl - Tecmo
Ten Pin Alley - ASC Games

PC

Garfield (Win 95) - SegaSoft
Lands of Lore 2 - Virgin
Moto Racer GP (Win 95) - BMG Interactive
NFL Legends '97 - Accolade

SEPTEMBER

Nintendo 64

Lamborghini 64 - Titus Software

PlayStation

Bushido Blade - Sony CE
Deathtrap Dungeon - EIDOS Interactive
Fighting Force - EIDOS Interactive

Final Fantasy VII - Sony CE
NASCAR '98 - Electronic Arts
Tobal 2 - Sony CE
Treasures of the Deep - Namco

Saturn

Fighting Force - EIDOS Interactive
NASCAR '98 - Electronic Arts

PC

Deathtrap Dungeon (Win 95)
- EIDOS Interactive
Red Baron 2 (Win 95) - Sierra

OCTOBER

Nintendo 64

San Francisco Rush - Midway Home Ent.
Space Circus - Ocean

PlayStation

Apocalypse - Activision
Idiot in Space - ASC Games

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FRIGGIN' BIG,
YOU DON'T RUN
FROM TROUBLE.
YOU RUN OVER IT.



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BOSS
ON EVERY LEVEL

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(AND (MAYBE)
BACK

RED ASPHALT

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RP
CONTENT RATED
ESRB



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Reviews Index

**WELCOME TO THE
MOST COMPREHENSIVE
REVIEWS SECTION
ANYWHERE!**



Well, now that we've got a new Editor in Chief, not to mention a new staff member, maybe it's time to review just why we're here. Why, we're here for the free stuff! Don't kid yourselves... Sure, it's a lot of fun playing games, but it's even more fun getting tons of free packages in the mail everyday! You never know just what you might get. Frank got a free subscription to *Home and Haggis*, Rog has gotten so many free jackets in the mail that we've taken to calling him 'Burlington', Mike's got more free sports equipment than the A's and Warriors combined, and Bill just got a video on the maintenance and field operations for the Stinger missile. (We're still trying to figure out who sent that and, more importantly, WHY they sent it). Oh yeah, we also just happen to love playing and reviewing games, too! Let's get it on!



ULTRA AWARD
Only the best
pass this test!

THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in depth (and, uh... really complex) rating in the industry

1.0 Extraordinary

9.0-9.9 Ultra

8.0-8.9 Very Good

7.0-7.9 Good

6.0-6.9 Average

5.0-5.9 Lacking

4.0-4.9 Seriously Flawed

0.0-3.9 Unforgivable

REVIEWS THIS ISSUE

081 Ball Blazer Champions

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066 Dark Rift

075 Magic: The Gathering

081 Need For Speed 2

075 Overblood

075 Powerslave

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065 Rally Championship

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070 Rush Hour

067 Scorchers

081 Sentient

078 Test Drive Off-Road

076 VMX Racing

063 War Gods

076 WCW Vs. The World

068 Wild Arms

INSIDE THE SCOREBOX

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• **SOUND EFFECTS** Good sound effects can actually help you to "feel" the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small "tick" on contact. **Weighted by 2.**

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to wait an hour back to the village? **Weighted by 4.**

• **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• **RATING** The total sum of all the categories, divided by 23.

REVIEW
PLAYSTATION

プレイステーション

BATTLE ARENA
TOSKINDEN 3Lots of new perks with
some old pesky quirks

Boasting completely redesigned fighting arenas and a set of 32 playable characters, *Battle Arena Toshinden 3* is aimed at revitalizing an otherwise very tired fighting series. But if you've taken a glance at *BAT2*, *URA* or *Toshinden Remix*, this feat may seem almost too easy.

For enthusiasts of the series, the graphics in *Toshinden 3* are much improved over the past three offerings in the series. The colors are sharper and the special attacks are massive and dazzling. There's even an option for changing framerates in the game. The 30fps mode is cotton-candy pretty, but the 60fps mode is much more practical for real playing. Luckily, these little perks tend to balance out some of the game's weaknesses, like flat character designs and the lack of a decent fighting strategy.

The most noticeable change in the game is the actual playing field. Your bouts are now held in a series of totally enclosed fighting arenas. This addition should've provided the

1 Guess who's back and toting a LOT more baggage?

2 Judging from their moves and special attacks, Zola and Sofia could be long lost twins. 3 You'll

find the Specialists to be sometimes dazzling, sometimes frightening, and sometimes duds. 4 The insanely long intro gives you an idea of what the gang has been up to since *BAT2*. 5 Shizuku and Adam are just two of the gaggle of new characters available to play as in *Toshinden 3*. 6 String-combos are an interesting feature in this latest installment.



developers and programmers with a chance for more complex moves and counterattacks, but somehow, they failed to take up the challenge. For instance, the rare and elusive 'bounce-off-the-wall-and-smack-your-opponent-around' counterattack requires too much luck and not enough timing.

One disappointing element of the game is that all of the playable sub-bosses are simply cookie-cutter retoolings of the original characters. There's little difference between, say, Miss Tili and Shizuku. They have basically the same moves and similar special attacks. After a few rounds,

you'll be playing connect the dots to find each fighter's clone. The gameplay in *Toshinden 3* is average. Unfortunately, the strategy involved in other fighting titles, like *Soul Blade*, is absent here. Button-mashing and blind faith will reward you with some pretty marvelous special moves more often than not, but actually trying to plot out your opponent's attack plan is just a waste of time.

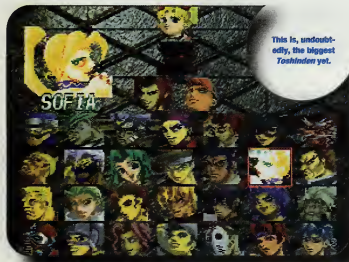
If you're a hardcore *Toshinden* fan,

you won't be disappointed. With the amount of characters and some of the new perks, you'll most likely find enough in the game to keep you occupied. But be warned that if you're looking for innovation or a good challenge, you won't find it in *Toshinden 3*.

• FRANCESCA REYES

ALTERNATIVES

Soul Blade 8.5
Star Gladiator 6.0
Psychic Force 5.5



THE LINE

• AUDIO & VIDEO

GRAPHICS	8
MUSIC	7
SOUND EFFECTS	7

• GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	7

• SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	5

RATING

7.0

ニンテントウ64



REVIEW

NINTENDO 64

WAR GODS

The fighting game that proves there is no god...

Following its success with the *Mortal Kombat* series, Midway has now decided to jump into the 3D arena with *War Gods*. Featuring digitized characters,

fatalities, and basically the same gameplay, *War Gods 64* hopes to draw in the same group of fans that made *Mortal Kombat* such a hit.

While the controls are very similar to the *Mortal Kombat* series, there are a few differences. The Run button is no longer present and has been replaced by a new 3D button, which allows the characters to move freely around the various arenas. *War Gods 64* retains the same controls as *Mortal Kombat*, with two Punch buttons, two Kick buttons, and a Block button.

Unfortunately, *War Gods 64* also retains some of the bad aspects of previous games, such as the automatic combo system, made famous in *Mortal Kombat 3*, which favors random button pushing over precise timing. The ten playable characters, while having unique special moves and

combos, tend to feel and play exactly the same.

War Gods 64 looks just as good as the arcade version and also runs a bit faster. Using a process called Digital

Skin technology, Williams was able to overlay the movements and appearances of real life actors onto real time 3D models. While this adds a level of realism to the characters, it is very hard to see what is going on. Battles seem to be won more by luck than sheer skill.

War Gods 64 does not seem to support Nintendo's ideology of quality over quantity. Hardcore *Mortal Kombat* fans may enjoy *War Gods 64*, but it looks like Nintendo 64 owners are still left without a quality fighting game.

◆ STEPHEN FROST



There are ten playable characters, with perhaps some secret bosses thrown in for good measure. Too bad the characters designs aren't that great.



War Gods 64 retains the same automatic combo system as *Mortal Kombat 3*, so fans will have an easy transition.

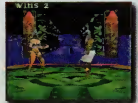


1-2 Some of the only impressive aspects of *War Gods 64* are the special moves and the unique and extremely bloody fatalities. The only real high point of the game was trying to discover them.

3 Throws play a major part in the fights, as they are the easiest moves and do quite a bit of damage.



Amle is the god of the dead, and reigns supreme amongst the other war gods.



There are a nice variety of 3D backgrounds to fight in, ranging from Aztec-style temples to futuristic settings.

ALTERNATIVES

Mortal Kombat Trilogy 7.7
Soul Blade 5.6
Battle Arena Toshinden 2 6.3

RATING

4.7

THE LINE

AUDIO & VIDEO

GRAPHICS 6
 MUSIC 5
 SOUND EFFECTS 5

GAMEPLAY

INTERACTION 5
 BALANCE 5
 DEPTH 4

SPECIAL

EXTRAS 2
 PRESENTATION 4
 INNOVATION 3

XI

XII

I

Some PlayStation® and
Sega Saturn™ games are tough.

This one's MURDER.

X

II

IX

III



KILLING TIME®

Mystery. Mayhem. Pure terror. A mansion of lost souls holds the secrets of Mainicus Island.
Only quick wits can unlock its paranormal mysteries. Only a quick trigger finger can keep you alive.
First-person shooting with a brain. A puzzle-solving labyrinth with an altitude.
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コンシューマーゲーム



REVIEW
PC CD-ROM

RALLY CHAMPIONSHIP

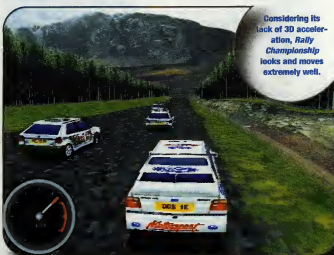
Not from Sega, not as pretty, but maybe more satisfying

Considered the off-road racing champ in the arcades, on the home-consoles and, more recently, on the PC, *Sega Rally Championship* is renowned for its exquisite graphics and entertaining gameplay regardless of platform. Though the title of Virgin's new off-road may be slightly ill-conceived, *Rally Championship* holds up surprisingly well when

Crashes do actual damage to the car, which must be repaired between races.



The usual array of play perspectives are included for the player's driving pleasure.



compared to its better known, and more widely acclaimed, competition.

Considering *Rally Championship's* lack of 3D acceleration requirements, the game looks quite attractive and boasts an adequate frame-rate. The polygonal nature of the rally cars aren't

as well disguised as some games and the spectators lining the sides of the track look flat and unrealistic, but none of these elements ever detract from the gameplay.

The graphics in *Rally Championship* move just well enough to make the game an enjoyable visual experience. It seems unfortunate, but inevitable, that the influx of 3D accelerated racing games coming on the market will deny *Rally Championship* some of the credit it deserves for its graphics.

1 A variety of weather conditions help to bring new challenges even when tracks become familiar. 2 There are even races at night, which have their own unique game-play flavor. 3 With 28 meticulously recreated real-life rally tracks, depth is hardly an issue here. 4 Even when played via keyboard, *Rally Championship's* handling seems to be tuned in just right.

REQUIREMENTS

- IBM PC
- 486/486 OR HIGHER
- Windows 95 or DOS
- 1 MEG SVGA CARD
- 8MB RAM
- 2X CD-ROM DRIVE

When compared to *Sega Rally Championship's* gameplay, *Rally Championship* compares favorably once again. Sega's game may have a slight edge in actual control and arcade-like entertainment value, but Virgin's game seems more realistic and conveys a satisfying 'tuned-in' feel to the vehicle.

Where *Rally Championship* blows away its competition is in its depth. *Sega Rally*, as entertaining as it is, betrays its arcade roots with its measly four tracks. *Rally Championship* boasts 28 tracks recreated from Europe's popular *Network Q RAC Rally* series. Few points can be given for track design, since the tracks were modeled after real world circuits, but the tracks are varied and long. The player has the ability to select from six high-performance rally cars and varying weather conditions, which adds to the racing experience even after prolonged play. Two-player modem and eight-player network capability mean that the game has even more life after its one-player death has been exploited.

Rally Championship may not be the flashiest racing



game coming on the market for the PC, but it's chock full of racing fun and possesses a quality too often omitted from games in general — satisfying depth.

• ROGER BURCHILL

ALTERNATIVES

Pod 6.3
Screeners 2.7.5

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	7
SOUND EFFECTS	8

GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	10

SPECIAL

EXTRAS	7
PRESENTATION	7
INNOVATION	6

RATING

8.3

REVIEW

NINTENDO 64



ニンテンドウ64



DARK RIFT

It looks great, but how does it play?

Hronos, the development team responsible for the 32-bit title *Critical* (shudder), looks set to raise the stakes in the fighting genre with its first 64-bit title, *Dark Rift*.

At first glance, *Dark Rift* looks spectacular. The graphic abilities of the N64 are highlighted by the game's superior lighting effects, character movement, and frame rate—all running at a stunning high resolution. However, the character animation seems a bit unnatural and clunky, with noticeable amounts of missing frames when certain moves are performed. Despite this problem, *Dark Rift* is

definitely in the upper tier of fighting games in terms of looks.

As for the audio experience, *Dark Rift*'s soundtrack is one of the best heard on the N64 thus far. In fact, this reviewer would dare to say that it even rivals some of the CD-based fighting games. Each song caters to its stage beautifully, adding atmosphere to the fighting environment.

After the initial audio/video impressions are gone, and the game play is scrutinized, there is, unfortunately, a distinct fighting game-clone flavor to *Dark Rift*. Using the feature of preprogrammed button combinations (ala *Killer Instinct*), and combining it with polygonal gladiators duking it out in front of a static background (ala *Tekken*), creates a not so refreshing fighting experience.

That's not to say that *Dark Rift* is bad. The game does have a unique selection of characters to choose

from. For instance, Sudden death is always just a second away in *Dark Rift*! Morphix may look like a polygonal version of Killer

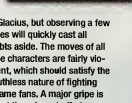
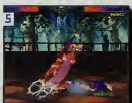
Instinct's Glacius, but observing a few of his moves will quickly cast all doubts aside. The moves of all the characters are fairly violent, which should satisfy the ruthless nature of fighting game fans. A major gripe is that there is no buffering when combinations are performed. This prevents players from creating combos, because the character must first finish his or her combo before another attack can be executed.

Despite the problems in *Dark Rift*, it manages to claim the title of best fighting game for the N64, but it still has a way to go before catching up with games like *VF2*, *Tekken 2*, or even the classic *Street Fighter* series.

by JASON MONTES



1 Beautiful light-sourcing and high resolution really makes this title stand out. 2 Sonork uses a variety of air and long range attacks to pummel the player. 3 The backgrounds are beautiful, but they're only static images and don't interact with the player.



4 Projectile attacks are pretty strong, but take time to charge. 5 Each character has at least one pouncing move, but only a single blow can be administered per fall. 6 Morphix's throw qualifies as one of the most brutal fighting moves ever devised.



Dark Rift sports over eight different rough-necked characters to choose from.

THE LINE

AUDIO & VIDEO

GRAPHICS	8
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	7
BALANCE	8
DEPTH	8

SPECIAL

EXTRAS	6
PRESENTATION	9
INNOVATION	6

RATING

7.6

ALTERNATIVES

Tekken 2 9.1
Soul Blade 8.6
Killer Instinct Gold 7.9

セガ サターン



REVIEW SATURN

SCORCHER

Scavenger's second Saturn title looks more like a tombstone than a milestone

Amid rumors of Scavenger's bankruptcy emerges its latest Saturn game. Years in development, *Scorcher* shows off Scavenger's typical graphics and programming skill with flair, fulfilling some of the potential demonstrated in its previous title, *Amok*. However, the game underneath all that makeup is rather ugly, and players will discover it all too soon.

For the first couple of courses, the speed and solidity of *Scorcher*'s world will enthrall you. The lighting effects, the textures, and even the track design is amazing. You're racing through a grim and gritty industrial wasteland that looks like it's supposed to be a wasteland, instead of a side effect of Saturn dithering. There will be moments when you want to stop and look at the rusted metal and concrete textures just to marvel at the quality.

When players aren't admiring the view, racing proves to be almost as exciting. Control is responsive, sometimes overly so, but it provides you a lot of strategic options,

especially with the boost and jump features. The course design is such that it takes advantage of your speed bike's spherical nature. There are loops and tubes that you couldn't survive in a car or a *Wipeout*-type vehicle.

However, once you've hit the third level, the game's learning curve shoots through the roof and becomes an

No, really! The wall just jumped out and hit me!

exercise in frustration. You can occasionally fall off the track in the first two courses, but it becomes a chronic symptom of poor game design later on. *Scavenger* has littered later levels with acid pools and pits, and every time the bike falls in, you'll find yourself placed **BEFORE** the pit, instead of afterwards. As a result, you won't be able to build up enough speed to avoid the obstacle. As a result,

Scorcher becomes less of a race than a grinding fight for survival, which is distinctly less fun.

If this is indeed Scavenger's last game, then *Scorcher* is a telling epitaph—play fast, die quickly, and leave a good-looking corpse.

• JEFFREY CHEN



Your bike is so far away, it almost looks like a competitor.

Some courses would be unplayable if you weren't driving a giant marble.



Look, it's concrete! Just the way concrete's supposed to look, which is surprising on Saturn.



The courses are more exciting than roller coasters, but you can fall off way too easy.

Acid pools are all too numerous on later levels.

It's marble versus marble for all the marbles... ouch!



Scorcher looks great, which has always been a Scavenger hallmark.

THE LINE

• AUDIO & VIDEO

GRAPHICS	8
MUSIC	8
SOUND EFFECTS	7

• GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	6

• SPECIAL

EXTRAS	6
PRESENTATION	6
INNOVATION	6

RATING

7.3

REVIEW
PLAYSTATION

プレイステーション



WILD ARMS

Wild Arms is the calm before the Final Fantasy storm

Since the launch of the PlayStation, the availability of quality RPGs for the system has been scarce, to say the least. It's been a long, bleak season twiddling our thumbs, just waiting to bark in the warmth of *Final Fantasy VII*. But with the release of *Wild Arms*, at least we won't have to twiddle in vain much longer.

I had a good feeling about this title from the getgo and I sure wasn't disappointed. From the anime cinema intro, to the excellent sound-track, to the actual gameplay and storyline, everything just flows so well that it's easy to get involved in the game quickly.

Set in the same vein as most other traditional, turn-based RPGs, *Wild Arms* favors the standard top-down, isometric, town-touring view that has dominated the 16-bit role-playing market. The point of departure between this game

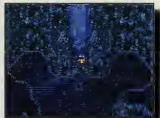
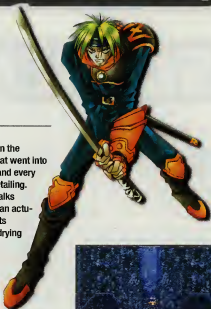
In combat, the magic spells are definitely a sight to see.

The Hero: silent, brooding, and equipped with the obligatory face bandages. Swoon...

and all other RPGs lies in the painstaking attention that went into giving every character and every landscape incredible detailing. When your character walks through a puddle, you can actually see watery footprints trailing after them and drying up. Now that's quality!

Some of the cool features of *Wild Arms* that really drew me in were the customizing of magic spells, three individually controllable characters, and the *Zelda*-esque game controls. But it is the combat scenes, as well as the boss battles, that astound me for the simple fact that *SOMEBODY*'s finally using the 3D capabilities of 32-bit in a traditional RPG! The polygonal boss designs and shifting camera angles during battle keep a usually tedious affair (walk, battle, save, walk, battle, save... yawn) exciting!

With the impending shift away from the traditional 16-bit RPGs, *Wild Arms* may seem antiquated compared to what's lurking in the PlayStation's role-playing future. But since when did RPG fans give a stink about graphics over an excellent storyline? The story alone is worth buying



Mazes and caves are a standard part of the fun in *Wild Arms*.

Wild Arms for, but the graphics will definitely not disappoint.

Unfortunately, with all the praise and hype that's being heaped on *FFVII*, there's a chance that a high-quality game like *Wild Arms* may just slip past us and into the shadows. If you know what's good for you, you won't let this happen.

by FRANCESCA REYES

ALTERNATIVES

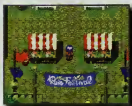
Saikoden 9.3
Persona 6.9
Dragon Force 6.5



Wild Arms mixes sci-fi and spell-casters with cowboys and firearms. Obviously, this is a more sci-fi moment.



Make your own magic spells!



Some moments in the game are rather *Chrono Trigger*-esque (i.e. Ruins Festival/William Fair).



The detail in the landscape and in each town is beyond tear-inducing.

THE LINE

AUDIO & VIDEO

GRAPHICS 10
MUSIC 9
SOUND EFFECTS 9

GAMEPLAY

INTERACTION 10
BALANCE 9
DEPTH 9

SPECIAL

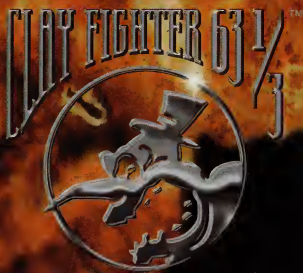
EXTRAS 9
PRESENTATION 10
INNOVATION 8

RATING

9.3



They have been born of fire —
hopefully they won't melt.



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REVIEW
PLAYSTATION

プレイステーション



RUSH HOUR

*A different approach to racing games provides some much needed variety*

Psynopsis has published and developed some of the most innovative and technologically superior racing games for the PlayStation. However, *Rush Hour* is neither of these. Instead, it's a simple little game that surprised me around every corner.

The polygonal graphics weren't really necessary for a top-down racer like *Rush Hour*, but they allow for the

Keep the pedal to the metal and both hands on the wheel!

detailed replays and give a greater depth to the game. To start off, there are only four different courses to race, but as you win on the harder difficulty levels, you earn new tracks. There are two classes of races — high-performance and heavy metal — the difference between the two are the vehicles used. In high performance, the races are faster, as you

tool around the courses in sports cars, while in heavy metal, the slower racing allows for much more contact between the 4X4 vehicles. The high-performance is easily the most enjoyable because of the great speed and handling of the vehicles.

The different tracks all feature unique settings and driving conditions, but the one thing they all have is some wicked turns. Whipping around the corners isn't realistic at all, but the response and feel of the cars is excellent. And even though the one-player game is enjoyable, the only replay value in



The split-screen race still keeps up a good frame-rate, but it can be a bit tough to see on smaller TV's.



The replays after each race allow you to get closer to the cars and tracks (and we're guessing that there is a code as well).

Rush Hour is the two-player split-screen. It's the kind of two-player game that never gets old.

The top-down perspective of *Rush Hour* isn't going to draw rave reviews for utilizing the PlayStation's prowess, but I'm personally relieved to see a different type of racing game. If the developers had spent more time ensuring that the entire game was a thorough as the two-player game, then *Rush Hour* could've been much better. As is, it's a

fun little game that's well worth checking out.

● MIKE SALMON

ALTERNATIVES

Crimo Wave 1.5
Rage Racer 2.9
Rally Cross 2.4



1 Some wicked CPU AI has all the cars gunning for you on the harder levels. 2-3 Swiftly whipping through diabolical corners is where *Rush Hour* is at its best. 4 Varied surfaces handle differently to add some depth to the game.



The 3D tracks and cars give a nice look of depth to *Rush Hour*.

THE LINE

● AUDIO & VIDEO

GRAPHICS	7
MUSIC	6
SOUND EFFECTS	7

● GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	7

● SPECIAL

EXTRAS	8
PRESENTATION	7
INNOVATION	7

RATING

7.1

Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



DARK RIFT™

Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of his axe. And you'll need your best, because **Dark Rift** gives it up. **Dark Rift** delivers more fight, more often with more speed than you have ever seen before. Check out **Dark Rift** for N64 or Win 95 and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.

NINTENDO⁶⁴



N64



N64



N64



N64



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A lot of people have a problem with the
violence in video games.

We, for example,
feel it hasn't been realistic enough.

TENKA

An evil corporation is threatening to kill off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them from putting man at the top of the extinction list. This is the real deal. This is the baddest-most-realistic-kill-or-be-killed-switching-to-fully-automatic-how'd-you-like-a-nuclear-rocket-up-your-butt?-did-I-just-feel-someone's-brain-splatter-on-my-face?-corridor-shooting game ever built.

CODENAME: TENKA gives you features you just can't get in *Dark Forces™* and *Final Doom™*:

- ▲ Fully 3D playfield and enemies in a smooth non-pixellating environment.
- ▲ Freedom of movement to look up & down, jump and crouch while moving.
- ▲ Laser sighting on your gun to target more effectively.

With terrific light sourcing, fluid controls, non-stop action and superb graphic quality, *Tenka* will blow you away.



"Makes the flat, pixellated characters in titles like *Doom* and *Alien Trilogy* pale by comparison." — *PSExtreme*

"...redefining the state of console shooters as we know them."
— *Next Generation*

"This one kicks butt!" — *GamePro*



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the whole
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story.**

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MAGIC: THE GATHERING

- GENRE. STRATEGY
- PLAYERS. 1
- PUBLISHER. SPECTRUM HOLBYTE
- DEVELOPER. MICROPROSE
- RATING. KA
- M.S.R.P. \$49.95

REQUIREMENTS

- WINDOWS 95
- 4MB DX4/100 OR HIGHER
- 32MB RAM
- QUAD SPEED CD-ROM DRIVE
- 50MB HARD-DISK SPACE
- SVGA

Although the duel interface has a few glitches — the computer slows down dramatically when there are a lot of cards on the table, and you can't turn off the rather annoying sound effects — the computerized version of *Magic* plays remarkably well. The game does not support multi-player, which is a huge disappointment, but a patch will hopefully be available by the year's end to rectify this. If the game had shipped with multi-player capability and the one-player adventure story was better developed, it would have been great. As it is, it's a good showing, but it has the potential to be much more.

● MIKE WOLF



The duel system in *Magic: The Gathering* is intuitive and simple for people who know how to play.

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	5
SOUND FX	5

GAMEPLAY

INTERACTION	10
BALANCE	7
DEPTH	7

SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	10

7.8



OVERBLOOD

The latest entry into the adventure genre, *OverBlood*, has the gameplay, but lacks any compelling excitement to back it up. As with most adventure games, the emphasis is on puzzle solving. However, *OverBlood*'s puzzles usually consist of pulling a switch in one room to open a door in another — not Mensa caliber stuff. The action sequences, essential to fleshing out the puzzles in any adventure, are few and far between, and sophomoric at best. The one innovative aspect of *OverBlood* is the ability to control more than one character at a given time, which is well-executed and adds depth to the gameplay. If you're dying for a new adventure title, try giving *OverBlood* a look.

Raz learns more about his identity

from FMV cut scenes (apparently Raz has just learned he's not anatomically correct).

Just don't expect it to emulate the *Resident Evil* experience.

● JASON MONTES



RATING

AUDIO/VIDEO

GRAPHICS	8
MUSIC	7
SOUND FX	4

GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	6

SPECIAL

EXTRAS	4
PRESENTATION	7
INNOVATION	6

6.6



POWERSLAVE

Add *Doom*-style gameplay to alien folklore, and you've got *Powerslave*. Moving at a very respectable frame-rate, *Powerslave* offers a 3D world with some impressive Egyptian architecture and back-

ground detail. The control is tight, players can aim up or down, and the levels follow a 'find the key' design. With the exception of a few crafty puzzles, the gameplay gets repetitive as the sprite-based enemies offer basic AI. You'll most always find several enemies waiting

on the other side of a door — not an inspiring design element. However, the game features some interesting

power-ups, including high-jumping and underwater breathing. It's competent and enjoyable, but in this saturated genre, *Powerslave* fails to outpower *Disruptor* or *Alien Trilogy*.

● TOM RUSSO



RATING

AUDIO/VIDEO

GRAPHICS	8
MUSIC	8
SOUND FX	7

GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	7

SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	7

7.7

CRYPT KILLER

- GENRE: SHOOTER
- PLAYERS: 1 OR 2
- PUBLISHER: KOLORE
- DEVELOPER: KOLORE
- RATING: T
- M.S.R.P.: \$49.95

Honami's *Crypt Killer* is like a shooting gallery at the country fair — a little cheap, rather tawdry, but effortlessly entertaining. As a light gun game, it can't compare to *Virtua Cop 2* or *Time Crisis*, but *Crypt Killer* is entertaining in its own right.



There's a wider range of environments in *Crypt Killer* than any other light-gun shooter.

The designers have taken a B-level *Indiana Jones* premise and wrapped it around a 3D background with 2D enemies. So, you get to blast an endless array of flying Garuda, belching fishmen, and Harryhausen-esque skeletons as you travel to distant lands in search of treasure. Level design is fine, if a little bland, but branching paths prevent players from finishing prematurely. If you've finished *Virtua Cop 2* and still got ammo in your Stunner, then give *Crypt Killer* a try.

● JEFFREY CHEN

RATING

● AUDIO/VIDEO

GRAPHICS	6
MUSIC	6
SOUND FX	6

● GAMEPLAY

INTERACTION	6
BALANCE	7
DEPTH	6

● SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	7

6.3

WCW VS. THE WORLD

As wrestling games go, *WCW vs. The World* features one of the largest cast of characters ever, including 14 WCW wrestlers and 45 wrestlers from five other national organizations. Each wrestler has at least 30 to 40 moves, including their own special signature attacks. Graphically, *WCW* is adequate, but the polygonal characters lack detail. While the gameplay seems a tad slow and suffers

from sluggish control, these deficiencies never truly diminish the overall gaming experience. It is disappointing however, that a tag-team mode was not included. All in all, *WCW* is a solid game that will appeal to wrestling fans, but general gamers may want to pass on this one.

● STEPHEN FROST



While the polygonal characters aren't that detailed, they do have a lot of special moves.

RATING

● AUDIO/VIDEO

GRAPHICS	7
MUSIC	6
SOUND FX	7

● GAMEPLAY

INTERACTION	7
BALANCE	8
DEPTH	7

● SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	6

7.1

VMX RACING

Two of the most important elements of a good racing game are controls and graphics. While some of the extras in *VMX Racing*, like the two player split screen mode and 11 total tracks, may add some life to the game, simple goodies can't pick up its

slack in the two primary categories.

The controls are embarrassingly flimsy and the graphics tend to be on the muddy side. In short, your brakes are unrealistically tight, the steering is indescribably loose and, because of the wonky visuals, you're never quite sure where you are in a group of more than two riders.

In its favor, *VMX* does have good intentions on its side. The PlayStation does need a straight-ahead motorcycle racing game.

Unfortunately, this title doesn't have enough substance to claim any honors in the category.

● FRANCESCA REYES



● AUDIO/VIDEO

GRAPHICS	5
MUSIC	7
SOUND FX	7

● GAMEPLAY

INTERACTION	5
BALANCE	8
DEPTH	7

● SPECIAL

EXTRAS	7
PRESENTATION	8
INNOVATION	6

RATING

6.5

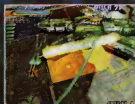
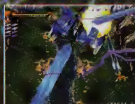
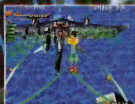
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TEST DRIVE OFF ROAD

- GENRE: RACING
- PLAYERS: 1
- PUBLISHER: ACCOLADE
- DEVELOPER: ACCOLADE
- RATING: KA
- M.S.R.P.: \$45.95

This certainly isn't the first off-road racer I've seen this year, in fact, I've seen way too many. The graphics for the vehicles are the best of all the racing games, but the tracks feature large chunks of pixel and way too much draw in. What is most impressive about *Test Drive* is the depth and speed. The game moves along much faster than some road racing games do and the depth is unprecedented. You get to choose from one of several cups to win, all with their own rules, tracks, and opponents.

The suspension and realism of the vehicles and the hardcore Gravity Kills soundtrack could make *Test Drive* the perfect gift for off-road fanatics. However, those looking for pure arcade racing should realize that *Test Drive* can't quite compete with the big boys.

● MIKE SALMON



The courses aren't much to look at, but the speed and the good polygonal models make it an enjoyable game nonetheless.

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	5
SOUND FX	8

GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	6

SPECIAL

EXTRAS	8
PRESENTATION	6
INNOVATION	5

7.0



QUAKE MISSION PACK NO. 1

The first group of *Quake* levels that have been officially approved by Id Software, *Scourge of Armagon*, features three entirely new episodes. *Armagon* provides gamers with plenty of new places to explore, with brilliantly designed levels that would make any *Quake* fan proud. There are three new weapons to choose from, including proximity mines and Thor's war hammer. These add to the gameplay and prove extremely useful against the new enemies, which consist of the likes of Gremlins and Centroids. If you are a fan of *Quake*, this mission pack offers even more of a great thing.

New creatures, such as these Gremlins, are just waiting to pounce on you from the shadows.

● STEPHEN FROST

- GENRE: SHOOTER
- PLAYERS: 1 to 16
- PUBLISHER: ACTIVISION
- DEVELOPER: HEMLOCK INT
- RATING: M
- M.S.R.P.: \$39.95

REQUIREMENTS

- Pentium 75
- 16 meg ram
- 1x CD drive
- VGA monitor
- MS Dos 5.0 or higher
- 40 meg hard drive



RATING

AUDIO/VIDEO

GRAPHICS	9
MUSIC	9
SOUND FX	10

GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	9

SPECIAL

EXTRAS	10
PRESENTATION	9
INNOVATION	9

9.0



C&C RED ALERT: COUNTERSTRIKE

As *Red Alert*'s first official add-on expansion, *Counterstrike* is a mixed blessing. Sporting 14 new multi-player missions, new units, and a 100 new multi-player maps, *Counterstrike* is one of the few add-on packs that's actually worth the money. The new units consisting of Tesla Tanks, armed ore trucks and super dogs are definitely the highlight of this expansion, but Westwood's decision not to include these units in multi-player mode borders on the criminal. The multi-player maps are well done, but *Counterstrike* is stronger as a one-player game. Still, more *Red Alert* is better than none.

Counterstrike offers some excellent solo player action.

● JASON MONTE'S

- GENRE: STRATEGY
- PLAYERS: 1 to 8
- PUBLISHER: VIRGIN
- DEVELOPER: WESTWOOD STUDIOS
- RATING: T
- M.S.R.P.: \$29.99

REQUIREMENTS

- Pentium 60 or higher
- 8 meg ram
- 2x CD drive
- All compatible video
- MS Dos 5.0 or higher
- 20 meg hard drive



RATING

AUDIO/VIDEO

GRAPHICS	9
MUSIC	10
SOUND FX	9

GAMEPLAY

INTERACTION	8
BALANCE	7
DEPTH	9

SPECIAL

EXTRAS	9
PRESENTATION	9
INNOVATION	8

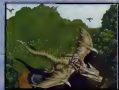
8.5

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REVIEW
PLAYSTATION

プレイステーション



BRAHMA FORCE

This ain't Kileak, that's for sure

Genki is no stranger to the world of the first-person mech adventure game. Two of PlayStation's earliest titles, *Kileak* (one of the system's early releases) and *Epidemic*, were both Genki titles, but unfortunately, they're titles we'd rather forget. The gameplay was terribly slow and plodding, and both games were riddled with problems. Well, imagine our surprise when we tried out *BRAHMA Force* and found it was actually good!

Like its two predecessors, *BRAHMA Force* is backed with a strong sci-fi story. Dionisio Vega, a madman of sorts, has taken over the outer space mining colony of Beltlogger 9 (incidentally, also the Japanese name for the game). You are sent with your *BRAHMA* (Bipedal Robotic Assault Heavy Mechanized Armor) teams to check the situation out, but your entire team is wiped out entering the station.

Beltlogger 9 is your attack destination, but everything will not go as planned.



So it's just you and you alone. Sounds familiar, doesn't it?

Thankfully, Genki has learned from past mistakes and made *BRAHMA* a fast-moving game. Just because it's a big metal mech doesn't mean it has to move like an old lady with a walker, right?

Your mech glides down corridors and across platforms with swift ease. In fact, the entire control mechanism is incredibly tight. There's none of that 'jostling for position to open doors' you get with some first-person shooters.

What really separates *BRAHMA* from similar games is the ability of the mech to jump. A large part of the game is spent maneuvering around floating platforms, which gives the game an almost *Jumping Flash!*-like feel. They could've learned a few tricks from our mechanical rabbit, though, because you can only ever look in one direction—straight ahead of you. This does make it hard to gauge jumps sometimes, but it never really caused any significant problems.

The variety of enemies grows a little stale after awhile.



1 One of the few really annoying parts of the game are the frequent communications updates. 2 Isn't that a mouse droid from the *Death Star*? 3 The higher level enemies have involved AI. This one is hiding behind a corner so as not to get shot. 4 Lucky your mech has a built-in enemy detecting radar, as they're damn good at sneaking up on you!



Everything in *BRAHMA*, from the environments to the enemies, is built from polygons and, while they are well textured, everything begins to look the same after awhile. The levels also could've been a little larger, but with 22 increasingly challenging stages to work through, it isn't too horrible a shortcoming.

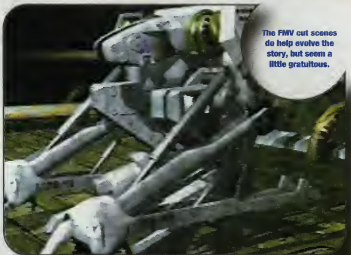
BRAHMA Force isn't going to blow anybody's mind with its originality, but it is a solid game, and does right by the first-person

mech genre. You know what? Genki finally got it right.

ADAM DOUGLASS

ALTERNATIVES

Codenamed Tenka 8.1
Disruptor 9.2
Final Doom 8.1



The FMV cut scenes do help evolve the story, but seem a little gratuitous.

THE LINE

● AUDIO & VIDEO

GRAPHICS 8
MUSIC 9
SOUND EFFECTS 9

● GAMEPLAY

INTERACTION 8
BALANCE 8
DEPTH 7

● SPECIAL

EXTRAS 8
PRESENTATION 8
INNOVATION 6

RATING

7.9

NEED FOR SPEED II

- GENRE: RACING
- PLAYERS: 1 to 2
- PUBLISHER: ELECTRONIC ARTS
- DEVELOPER: EA STUDIOS
- RATING: KA
- M.S.R.P. \$94.95

Despite an atrocious frame-rate and hideous graphics, *Need For Speed II* was one of the most popular racing games in the early days of the next-gen systems. *Need For Speed II* is a superior game to the first, but stakes in the racing genre have been raised by the likes of *Formula 1* and *Andretti Racing*. The game boasts a respectable frame-rate now (at least in one-player mode), but the graphics are grainy, unattractive and still suffer from considerable draw-in problems. Gameplay is marred by control that gives little indication of how the car should interact with the track. A variety of exotic rides, six huge tracks, and some nice hidden extras make *NFS II* worth checking out—but just barely.

● ROGER BURCHILL



Need for Speed II is a definite improvement over the first game, but the racing genre competition is stiffer now, too.

RATING

AUDIO/VIDEO

GRAPHICS	6
MUSIC	8
SOUND FX	7

GAMEPLAY

INTERACTION	5
BALANCE	8
DEPTH	7

SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	7

6.9

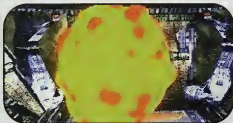
BALLBLAZER CHAMPIONS

- GENRE: Sports
- PLAYERS: 1 or 2
- PUBLISHER: LUKASARTS
- DEVELOPER: FACTOR5 / LUKASARTS
- RATING: KA
- M.S.R.P. \$44.95

LucasArts first scored a smash hit with *Ballblazer* way back in the 80's. Well, *Ballblazer* is back and this time for PlayStation. The good news is that the graphics have been updated for the 90's. The bad news is that the gameplay hasn't. The premise remains identical. One or two players battle it out in a futuristic arena for possession of a glowing orb.

When you catch it, you race to the goal, let loose the ball and hope you score. There are weapons which appear on the field and play strategies vary depending on the arena (they have 3D surfaces) and opponent you're playing.

● FRANK O'CONNOR



Welcome to the Super Bowl of the future!

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	7
SOUND FX	7

GAMEPLAY

INTERACTION	7
BALANCE	6
DEPTH	4

SPECIAL

EXTRAS	4
PRESENTATION	8
INNOVATION	3

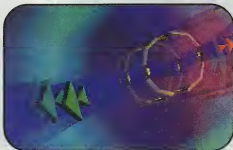
6.9

SENTIENT

- GENRE: RACING
- PLAYERS: 1 to 9
- PUBLISHER: PSYGNOSTICS
- DEVELOPER: REFLECTIONS
- RATING: KA
- M.S.R.P. \$50-60

Dwl My head hurts. I had to play a largely text-driven adventure game all night. Then I had to complete a bunch of seemingly pointless maze-based puzzles. Then I had to solve a freaky mystery, surrounded the whole time by a bunch of texture-mapped weirdos. And I didn't really get to shoot anything. *Sentient* is a true one of a kind adventure. It's not gonna appeal to *Tekken* fans, or *Doom* fans or people who don't like freaky games. It is, however, well designed, huge in scope, playable and involving. If that sounds good, then *Sentient* should represent good value for money. Owl

● FRANK O'CONNOR



This colored tunnel is a typical challenge.

RATING

AUDIO/VIDEO

GRAPHICS	7
MUSIC	6
SOUND FX	7

GAMEPLAY

INTERACTION	7
BALANCE	3
DEPTH	9

SPECIAL

EXTRAS	7
PRESENTATION	8
INNOVATION	3

6.5

SPORTSLINE

The green is gone and Sportsline has achieved a smoother, sexier design for your viewing pleasure.

What's underneath all the glitz and glamour is still the same bare bones, 'tell it like it is' sports section that you all love (or at least like a lot). This month I get a chance to shower you with more baseball games than should be legally allowed, including reviews on two top PlayStation hardball games and an early look at the rest of the field.

Breaking news in the sports world is happening as you read these fine words. Acclaim and Iguana are teaming up to make the first football game for the N64 and next month, I'll have the good, bad, and the ugly on that game and all of the others. Until then, take it easy and lay off the high heat.

by Mike Sabin

MSalmon@gameplayers.com

NHL Powerplay '98



The top-down camera gives a great view of the action, but you don't get to appreciate the fluid 3D players.

However, when you're down on the ice, in instant replays you can really see the detail.



- **SYS.** PLAYSTATION, PC
- **PUB.** VIRGIN
- **DEV.** RADICAL ENTERTAINMENT
- **REL. DATE.** SEPTEMBER

Well, it's going to be one tough season in video game hockey, with the amazing *Powerplay '98* looking to be even better than last year's superb effort. However, the competition is tough, since Acclaim's *NHL Breakaway* is looking awesome and the two biggest contenders (*Face Off* and *NHL*) haven't even been seen.

What is going to make *Powerplay* the early favorite is the combination of stunning graphics, smooth animation, fast play, and superior AI. Last year, *Powerplay* reinvented the entire hockey genre by adding coaching and an incredible array of checks. This time around, the developers at Radical are building on their success by upgrading every area of the game. As you can see from this collection of screen shots, the graphics are once again top notch, but until I get a playable version, the AI is still a question.

These latest shots now have the player numbers on the back of the jersey and, according to developers, the game is already completely playable, it just needs a lot of tuning.

Everything sounds promising, now if they can keep last year's great gameplay and add the stat-tracking and the rest, *Powerplay* could be the PC and PlayStation champ.

With smooth animations and stunning graphics, *Powerplay '98* could be a winner!

The motion-captured moves are all extremely fluid, including this winding step shot.



The fast paced gameplay and vicious checks are the main reasons *Powerplay* is looking so hot.



World Series Baseball '98

Shoots for the title again!

○○○○○○

○○

- SYS. SATURN
- PUB. SEGA
- DEV. SEGA OF JAPAN
- REL. DATE. JUNE



For four years running, *World Series Baseball* has been the best playing baseball game around. From the early Genesis versions done by Blue Sky Software, right up until the latest Saturn versions developed in

Japan, *World Series* has dominated the diamond. This year, the developers have gone with polygonal players that give the game a completely new look. Fans of the series (like myself) are just hoping that this new look doesn't effect the smooth and fast play of last year's game.

The shots I have here are all from the Japanese version of the game, so it doesn't give you the opportunity to see the real logos and players.

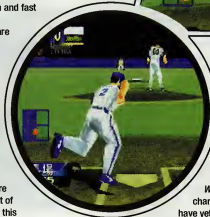
However, it is easy to tell the level of detail is incredible. Other apparent changes are with the pitching and hitting, since there seems to be some sort of directional meter. How this works, I won't know until I see it running.

I haven't had a chance to play the game yet, but the same



Low and behold, *WSB* has gone polygonal. Now if they can match the same gameplay, the whole world is in trouble.

Ignore the Japanese text and strange logos. Once in the states, *WSB* will have full MLB license.



development team that made *WSBII* and *WWS '97* are in charge and they have yet to make a bad sports game. What

WSB needs to improve on last year's game is the addition of some more simulation elements and a revision of the pitching interface. By no

means do I wish the game to become slow and monotonous like many others, but it would be nice to get some more realism with the playability and speed. If these goals can be accomplished, then *WSB '98* will once again reign supreme.



The main views of the action appear to be the same as last year.



What a great one-handed catch! Yeehaw!



The players don't look quite as nice as *Triple Play '98*...



...but the key is in how well they move.



1 You have to appreciate the detail and imagine your favorite baseball uniform in these Japanese jersey's place. 2 The new directional meter indicates that there has been some minor changes in the gameplay. 3-4 Everything I've seen on *WSB* indicates that '98 will have a much more theatrical delivery of the game.

1-3 The new 3D graphics allow for some ultra smooth animations, whether it be during play or a little warm-up outside the batter's box.



Major League Soccer

How much realism will gamers tolerate?



- **SYS.** PLAYSTATION
- **PUB.** BMG INTERACTIVE
- **DEV.** Z-AXIS
- **REL. DATE.** AUGUST



The newest entry into the video game sports market is putting out a game on the newest American sport. The game is going to feature every player, stadium, sponsor, and cleat in *Major League Soccer*. The detail on the polygonal players is so rich that you can see each person's face and features, from pretty boy Eric Wynalda to the crazy fro of Carlos Valderamma. The uniforms are completely accurate, right down to the logos and even the shoes will feature various trademarks, like the Nike swoosh. Yet the graphical detail isn't where *MLS* is going to shine. Instead, the developers at Z-Axis (mostly comprised of EA veterans) are trying to re-invent how soccer games play. The game will reward and teach gamers good soccer decisions. No more kicking the long ball back and forth, instead, you'll have to choose from real soccer strategies. Whether it be working the ball up the wings or lobbing crosses into the box, it



Every player in the *MLS* will have their own face texture-mapped on their head!

Even at this early stage, you get a good idea of some of the smooth animations.



Logos, names, and numbers on the jerseys are all done with the same care as the actual uniforms.



1 The stadiums of the *MLS* are all included, right down to the advertising on the wall. 2-3 The intelligent AI means that the long ball is no longer a viable offense, instead, you have to work a strategy. 4 The goalie animations are on par with all of the other games.

1 - 3 Gee, think this game has enough endorsement screens? By the time you get to the actual gameplay, you might be a year or two older...



will require a knowledge of the game.

The presentation won't be the usual TV perspective, rather the game

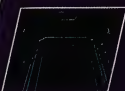
will feature an 'on the field' presentation. Crowd sounds, game sounds, and even teammates yelling assignments promise to put the player on the pitch like never before. All of the motion-capture and much of the strategy was put together by the developers in conjunction with *MLS* stars Eric Wynalda and Alexi Lalas. Each team will run the offense that they do in the actual league, meaning that you must exploit different weaknesses against different teams. The referees have even been included in the game. Certain refs go blind when it comes to fouls and others think any contact deserves a yellow. This is another way to keep every game a fresh experience. More on this later!



The development team poses on the pitch.



Skilled players will be able to pull off special moves



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Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.



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COMING SOON!!!

Tony LaRussa Baseball

4

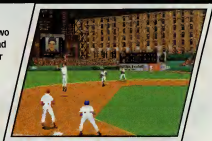
Tony adds arcade fun to its lineup

- **SYS.** PC
- **PUB.** MAXIS
- **DEV.** STORYPORT STUDIOS
- **REL. DATE.** JUNE

Known as the best and most accurate baseball game on the PC, *Tony LaRussa Baseball* is back for the fourth time. The big changes in this year's game is a focus on 3D arcade gameplay, along with the sophisticated simulation of games past. All of the updated stats and rosters are included, as are all of the options and features you'd ever want. Statistics are so detailed, you'll know what Cal Ripken's batting average is on Thursday afternoons, on grass, in cities with more than five Pizza Huts. The play is still a bit slower than EA's *Triple Play*, but the simulation value of *Tony LaRussa* simply can't be

touched. The ability for two players to go head-to-head over the internet allows for an even greater multi-player experience.

As I get in a reviewable version of this game, I'll let you know if it lives up to its history, and if it can compete as an arcade title as well.



Camden Yards and all of the other stadiums have been rendered in 3D for your enjoyment.

- 1 The players are some of the smoothest series I've seen.
- 2 *LaRussa* is really making a play for being an arcade style game.
- 3 The incredible depth and options insure that *Tony* is just taken as one of the most serious simulations on the PC.



FiFa 64

Not the best team on the pitch

- **SYS.** NINTENDO 64
- **PUB.** ELECTRONIC ARTS
- **DEV.** EA CANADA
- **M.S.R.P.** \$75.99

At one time, *FiFa* was the only soccer game, but after the dismal PlayStation version of *FiFa '97*, EA really needed to show its stuff on the N64. Unfortunately, the N64 version isn't even the best soccer game. Work on next year's *FiFa* better be starting already, just to catch up with the rest of the industry. All of the problems that

plagued the PlayStation version remain intact for the N64. Graphics and speed have been improved, but they still can't compete with any of the competition. Due to the limited space available on cartridges, the super-slick intro is gone, leaving only the game to stand on its own merits. It just may be heading for a big fall.

- 1 The player graphics and field look exceptional, but the animation and play just can't keep up.
- 2 Real international teams, like Manchester United, are one of the few strengths of *FiFa*.
- 3 Full season modes and stat-tracking with real players does give *FiFa* some great options.
- 4 The animation is stiff and the control is unresponsive.



SPECIAL

GAMEPLAY

AUDIO & VIDEO

GRAPHICS	7	MUSIC	5	SOUND EFFECTS	7
MUSIC	7	BALANCE	6	DEPTH	5
SOUND EFFECTS	6	PRESENTATION	5	INNOVATION	5

5.7

Grand Slam Baseball

The gameplay's the thing...

○○○○○

○○○

- SYS. PLAYSTATION
- PUB. VIRGIN
- DEV. BURST
- M.S.R.P. \$45.99

T

he first thing you notice about *Grand Slam Baseball* are the simple graphics, which in no way take advantage of the PlayStation's considerable power. However, graphics are not the only thing I judge games by. The developers have gone for a new type of gameplay instead of worrying about graphics.

The essentials behind *Grand Slam*'s new gameplay are a pitching and power meter that operate exactly like a swing meter in golf games. This adds a dimension of player control that may be the next step in sports games.

While *Grand Slam* isn't a bad game. Unfortunately, it doesn't have what it takes to compete.



1 The simplistic sprite-graphics of *Grand Slam* are almost embarrassing. 2 The pitching meter is simple to operate and is an effective way to change speeds and location. 3 However, trying to coordinate the power meter and the batting cursor is not an easy venture. 4 One interesting feature of *Grand Slam* is the ability to bring up minor league players.

SPECIAL

GAMEPLAY

AUDIO & VIDEO

GRAPHICS	6	MUSIC	8	SOUND EFFECTS	4
MUSIC	6	BALANCE	7	DEPTH	9
SOUND EFFECTS	7	PRESENTATION	6	INNOVATION	7

6.7

"You idiots. That was *our* village."

31 puzzling new levels. 5 bewildering worlds. 3 burly Norsemen too stubborn to ask for directions. Runs around Spring '97.



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Triple Play '98

Can the champ repeat?

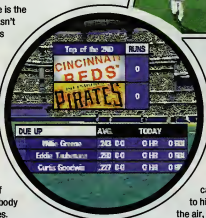
- **SYS.** SATURN
- **PUB.** ELECTRONIC ARTS
- **DEV.** EA CANADA
- **M.S.R.P.** \$45.99



Every major league player and team is represented with unequalled textures and detail.

Last year's undisputed PlayStation baseball champion is back for another season, but can the beefed up graphics and features be enough? Well, because I haven't seen all of the competition, it's difficult to say whether EA has done it again, but if I was a betting man, I'd say *Triple Play '98* will be the best PlayStation baseball game this year. However, I'd still say that *WSB '98* is going to be the best overall.

The most notable change is the move to 3D, a move that hasn't been so successful with EA's other franchises. However, with *TP '98*, it has succeeded. The 3D players and ballparks are the smoothest I've seen and the detailed uniform textures are unbelievably realistic. Each player is identifiable by the name and number on the back of jersey or even by their body sizes and batting stances. Underneath the graphical overhaul is nearly the same game in every respect, with some minor improvements. The full control



One of the best new features is the ability to climb the wall and take away a home run.

The presentation is incredible! There is no company that can polish a game as good as EA.

hitting of last year has returned. You can still choose to hit the ball in the air, on the ground, to the opposite

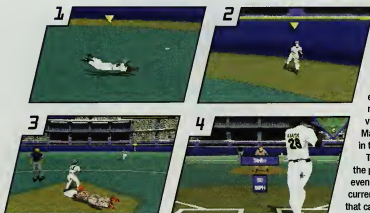
field, or pull it down the line. But this year, the players don't have to open or close their stance to give away their intentions. The pitching has

undergone a few subtle enhancements to give the player more control. You can now throw the ball up in the strike zone. The new invisible pitching 'meter' has to be timed similar to a jump shot in a basketball game to achieve maximum power and effectiveness. The first two-man, play-by-play booth in videogame history has Buck Martinez joining Jim Hughson in the announcer booth.

The game still doesn't have the perfect difficulty level, but even with its faults, there is currently no baseball game that can even come close to the overall solidity of *Triple Play '98*.



The 3D stadiums are absolutely gorgeous and feature more detail than you could believe.



1-3 Ultra-smooth animations like dives, throws, and even throwing from your knees give *Triple Play '98* an awesome look. 4 The pitching meter needs to be timed correctly to throw pitches as deadly as this.

SPECIAL

GAMEPLAY

AUDIO & VIDEO

GRAPHICS	3D	MUSIC	8	SOUND EFFECTS	2D
MUSIC	8	BALANCE	9	DEPTH	6
SOUND EFFECTS	2D	PRESENTATION	7	INNOVATION	9

8.6

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www.3rdgeneration.com



www.gaming-enthusiast.com



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www.metro.net/slikatel



www.psnation.com



www.segasages.com

www.sega-saturn.com



www.vfhome.com



www.videogamers.com



www.evansville.net/~tyrant21/duke.htm



www.escape.ca/~tpeters/gamers.html

SUN 1



CONTEST

The Home of Virtua Fighter is having a "Design Our Logo" contest. Prizes include videos, keychains and more.



GET SERIOUS

The Serious Gamers Page awards the Elite Site Award given to this month's best "serious gaming site."

MON 2



PSYGNOSIS GOES MAD

The people at Psygnosis have lost their marbles and given PSXPower tons of goodies to give away. Enter this huge contest and you could win software and stuff.



POLL

June 2-6. PlayStation Nation wants to know: What is the game you would most like to see a sequel to? (PlayStation Nation will post the top five responses.)

TUE 3



VIRTUAL GIRLFRIENDS ARRIVE!

Ultra Game Players Online explores the genre that's so big in Japan, it's a big wonder why it hasn't appeared in the US yet: Girlfriend simulators!



THE BEST CONTROLLER

Vote for your very favorite Saturn controller in a SaturnWorld poll.

WED 4



PREVIEWS

Join N64.com in a first look at a genuinely huge new N64 software title. Don't miss the in-depth preview of the game's progress and how it's shaping up.

THU 5



Q&A

Don't miss the bumper Q&A on PC 3D Boards with Next Generation Online's technical editors.

FRI 6



NEW AT BOOT

Check Out Boot Online for a host of new features and downloads available on this day.

MON 9



MORE FIGHTING PLEASE

Why aren't there more fighting games on N64? In a special feature N64.com analyses how the fighting genre is shaping up. Dark Rift, War Gods, Dual Heroes, Accadim's new fighter, and more.

TUE 10



TALKING MAGIC

Join Next Generation Online in an interactive Palace chat with the producer of Magic: The Gathering.

WED 11



VIOLENCE ON SATURN

Are Saturn games too violent? Which ones are the most blood-thirsty? SaturnWorld investigates in this special feature.

POLL

A very special Videogamers.com poll asks the question: Are polygons better than sprites? Cast your vote.

THU 12



E3 PC PREVIEW

Chat online with the PC Gamer editors about what goodies are to be expected at the big E3 show.

FRI 13



ULTRA GAME PLAYERS-THE MOVIE

Download the movie that everyone will be talking about. Starring: Ultra Game Players, IGN, and many more!



www.next-generation.com



www.ultrapg.com



www.n64.com



www.bootnet.com

Every day, one of the seven sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features. And they're all absolutely free.

All you have to do is to check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

J U N E

MON 16



GREAT E3 PREVIEW

The editors of IGN's console dedicated sites—PSXPower, SaturnWorld, and N64.com—hash it out on the Palace over who's going to have the best software at E3.

TUE 17



ANNUAL SATURN AWARDS

See what's best for your Saturn in the almost serious First Annual SaturnWorld Awards

WED 18



YOU GET TO CHOOSE

What kind of games do you want to see more of on the PlayStation? Join PSXPower's this comprehensive poll.

THU 19



WIN A NINTENDO 64

Here's your chance to win one of the hottest systems on the market, courtesy of Next Generation Online.

FRI 20



E3 PALACE CHAT 1

Talk with the editors of Next Generation Online, N64.Com, PSXPower, Ultra Game Players Online and SaturnWorld about what's hot and what's not at E3.

SUN 22



E3 CHAT

Chat with Gaming Enthusiast Online editors and get the latest E3 info.

MON 23



E3 PALACE CHAT 2

The editors of Next Generation Online, N64.Com, PSXPower, Ultra GamePlayers Online and SaturnWorld talk about their E3 experiences on the Palace.

CONTEST

June 23-28. Visit PlayStation Nation to answer a simple question and you could be the lucky winner of a Gameshark.

TUE 24



NINTENDO SPORTS GAMES

An in-depth comparison of Nintendo's sports line-up is set to appear on N64.com. Are gamers fuming? Are EA's games going to make a big impact? Who else is shaping games for N64?

WED 25



WHO IS ULTRA GAME PLAYERS?

We'll explore the deep dark personalities of Ultra Game Players and answer the eternal question: Is Bill really the old lady from 'Goonies'?



DYNASTY WARRIORS CHAT

Talk live with KOEI in IGN's Palace chat room about their new weapons fighter, Dynasty Warriors

THU 26



SHOW'S OVER FOLKS

How was it for you? PC Gamer answers your E3 questions on the Palace.

FRI 27



FEATURES

More in-depth PC features from the people at Boot.

All events begin
at 6pm PST



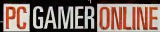
Through close links with Japanese companies, N64.com offers you unrivaled, in-depth coverage of the world's greatest game machine. If you are serious about Nintendo, N64.com's daily updated news, reviews, previews, codes and forums make it a must-visit site.



www.saturnworld.com



www.psxpower.com



www.pcgamer.com

RATED

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some

months are tough, and that you don't always have the extra cash to shell out for the latest issue of **ULTRA**

GP. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the



biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below in a special **blue bar** with black text. Don't miss out on these games!!!

+	AMOK	SATURN • Issue #96	Rating= 6.4
+	AREA 51	SATURN • Issue #94	Rating= 6.5
+	BATTLESTATIONS	PLAYSTATION • Issue #97	Rating= 7.3
+	BLAST CORPS	NINTENDO 64 • Issue #97	Rating= 8.0
+	BUG TOO!	SATURN • Issue #94	Rating= 4.5
+	CARNAGE HEART	PLAYSTATION • Issue #95	Rating= 8.6
+	CITY OF LOST CHILDREN	PLAYSTATION • Issue #97	Rating= 7.8
+	COODENAME: TENKA	PLAYSTATION • Issue #95	Rating= 8.1
+	COMMAND & CONQUER	SATURN • Issue #96	Rating= 8.4
+	CONTRA: LEGACY OF WAR	PLAYSTATION • Issue #93	Rating= 6.5
+	COOL BOARDERS	PLAYSTATION • Issue #94	Rating= 7.4
+	CRIME WAVE	SATURN • Issue #94	Rating= 6.6
+	CRUISIN' USA	NINTENDO 64 • Issue #93	Rating= 3.1

+	CYBER GLADIATORS	PC CD-ROM • Issue #94	Rating= 8.6
+	DARK SAVIOR	SATURN • Issue #94	Rating= 8.0
+	DAYTONA USA	SATURN • Issue #93	Rating= 7.4
+	DIABLO	PC • Issue #96	Rating= 8.8
+	DESCENT MAXIMUM	PLAYSTATION • Issue #97	Rating= 7.0
+	DIE HARD ARCADE	PC • Issue #96	Rating= 8.2
+	DOOM 64	NINTENDO 64 • Issue #96	Rating= 8.5
+	DRAGON FORCE	SATURN • Issue #94	Rating= 8.5
+	FIGHTERS MEGAMIX	SATURN • Issue #95	Rating= 9.1
+	G-NOME	PC • Issue #96	Rating= 8.0
+	NEXEN	SATURN • Issue #95	Rating= 7.4
+	INDEPENDENCE DAY	PLAYSTATION • Issue #96	Rating= 5.3
+	JET MOTO	PLAYSTATION • Issue #93	Rating= 8.4
+	KILLER INSTINCT GOLO	NINTENDO 64 • Issue #93	Rating= 7.9
+	LUNACY	SATURN • Issue #97	Rating= 6.6
+	MAGIC: TG BATTLEMAGE	PC • Issue #97	Rating= 5.0
+	MARIO KART 64	NINTENDO 64 • Issue #95	Rating= 8.1

SPOTLIGHT ON:

HEXEN

This beautiful first person adventure is soon to be released for the Nintendo 64!



THIS MONTH'S TOP PICKS

1	Wild Arms	PS	Rating: 9.3
2	Quake Mission Pack	PC	Rating: 9.0
3	C&C Red Alert	PC	Rating: 8.5
4	Rally Championship	PC	Rating: 8.3
5	Dark Rift	GH	Rating: 7.9



+	MASTER OF ORION 2	PC • Issue #95	Rating: 8.1
+	MOK	PC • Issue #97	Rating: 9.2
+	MECHWARRIOR 2	PLAYSTATION • Issue #96	Rating: 7.9
+	MECHWARRIOR 2: MERCENARIES	PC • Issue #93	Rating: 8.3
+	MEGA MAN 8	PLAYSTATION • Issue #97	Rating: 8.1
+	NANOTEK WARRIOR	PLAYSTATION • Issue #96	Rating: 8.3
+	PERSONA	PLAYSTATION • Issue #94	Rating: 6.9
+	PDO	PLAYSTATION • Issue #94	Rating: 6.9
+	PSYCHIC FORCE	PC • Issue #947	Rating: 8.2
+	RAGE RACER	PLAYSTATION • Issue #96	Rating: 7.9
+	RALLY CROSS	PLAYSTATION • Issue #97	Rating: 8.1
+	REALMS OF THE HAUNTING	PLAYSTATION • Issue #96	Rating: 8.2
+	RELOADED	PLAYSTATION • Issue #94	Rating: 5.1
+	ROCKET JOCKEY	PC CD-ROM • Issue #94	Rating: 7.8
+	SCUD	SATURN • Issue #97	Rating: 5.9
+	SHADOWS OF THE EMPIRE	NINTENDO 64 • Issue #93	Rating: 6.7
+	SONIC 30 BLAST	SATURN • Issue #93	Rating: 7.0

SPOTLIGHT ON:

Diablo

It's kill or be killed in this fiendish action game that's becoming a nation-wide on-line smash!



+	SOUL BLADE	PLAYSTATION • Issue #94	Rating: 8.6
+	SPIER	PLAYSTATION • Issue #96	Rating: 6.8
+	TEN PIN ALLEY	PLAYSTATION • Issue #94	Rating: 7.1
+	TERMINATOR: SKYNET	PC • Issue #93	Rating: 8.9
+	THUNDER TRUCK RALLY	PLAYSTATION • Issue #97	Rating: 7.7
+	TIGERSHARK	PLAYSTATION • Issue #95	Rating: 7.1
+	TOSHINOEN URA	SATURN • Issue #94	Rating: 4.7
+	TUROK: DINOSAUR HUNTER	NINTENDO 64 • Issue #96	Rating: 8.3
+	TWISTED METAL 2	PLAYSTATION • Issue #93	Rating: 8.2
+	VANGUARD HEARTS	PLAYSTATION • Issue #96	Rating: 8.0
+	VIRTUA COP 2	SATURN • Issue #93	Rating: 7.8
+	VIRTUAL ON	SATURN • Issue #93	Rating: 8.6
+	WING COMMANDER IV	PLAYSTATION • Issue #97	Rating: 6.0

ULTRA GP GAMESHOP

See anything you like?
Don't worry, it's on us!

Welcome, gamer! You have just entered the **ULTRA GP GameShop**. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal **ULTRA Game Players** readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in on the action!

HOW TO ENTER...

It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions**, ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a **post card**, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-**

breaker question, which will be used in the event of a tie.
Send the **post card** to:

**ULTRA GP GameShop / June
150 North Hill Drive
Brisbane, CA 94005.**

All entries must be received by June 10, 1997.
Winners will be notified by mail.
Now get to it!

PC Games (2 points/4 winners)

• Mystery PC game

There are three bundles, one for each winner. The first, a cool collection of driving games, the second, strategy and adventure galore and the third? Action all the way. Each bundle will feature the best PC games in that genre and will be worth hundreds of dollars. Yikes!

1



2



Street Fighter II (2 points/5 winners)

The good people at Manga Entertainment Inc., have been kind enough to offer the ultimate *Street Fighter* giveaway. Six lucky kids or ladies will walk away with the following: One limited edition *Street Fighter II* V movie poster, one *Street Fighter II* V T-shirt and one reader will win the entire *Street Fighter II* V movie collection (at the rate of one volume per month).

?

CONTEST QUESTIONS

1. What color was the special edition Game Boy released in Japan just last month?
2. Who sacrifices his life to save Kazuya Mishima at the end of *Tekken 2*?
3. Name the hardware and development team behind Sega's *Virtua Fighter 3* without mixing up the numbers.
4. Sony recently launched a cool multimedia PC. What is the weird name of its groovy new system?
5. DVD once stood for Digital Video Disc - what does it stand for now?
6. Everyone knows the game *Strider* from Capcom, but what was Strider's surname?
7. Name any town featured at the start of a rude Lunarick. Hint: There once was a girl from...
8. Name Mega Man's evil arch enemy.
9. True or false: Mike does a crazy Pelican dance when he's feeling really frisky.
10. True or false: Old SNES game *Super Tennis* had to be changed slightly for the US because the Japanese version featured lots of swearing.
11. What is the Japanese and arcade title of PlayStation fighting game *Soul Blade*?
12. Name an ancient game system/computer that also had the suffix, '64'.
13. True or false: Bill uses the power of evil to shave every morning, instead of a razor (hint: everything Bill does is quite evil).
14. Name three game systems with CD add-ons.
15. In *Super Bomberman 2*, your character says something in Japanese every time he gets bonked on the head with a bomb. What does he say and what does the word translate to in English?

TIE-BREAKER



Frank O'Connor, our new Editor in Chief, is from Scotland. While this does mean that his English is damn near gibberish, it doesn't mean that he eats haggis (we hope...) Send us your perfect recipe for this Scottish treat and tell us why it's the perfect meal for almost any occasion.

3

Football

(4 points/4 winners)

- Football and 3 PlayStation games



Gameday, Madden and Quarterback Club for PlayStation will accompany this football, autographed by Dolphins' Quarterback Dan Marino!

4

Chris Box of Crap

(6 points/3 winners)

- A whole bunch of cool ex-Editor stuff...



When Chris moved, he promised that he would move all his crazy stuff. But he didn't, so we're putting it all in boxes and giving it to some lucky and clever readers. The boxes will be packed to bursting with a combination of cool things (including PC and console games) and random junk. And it will be quite a big box.

5

Saturn + Fighters**Mega Mix**
(8 points/3 winners)

- Sega Saturn gaming system
- Fighters Megamix game



Check this out! One lucky prizewinner will walk away with a brand new Sega Saturn, plus a signed copy of *Fighters Megamix*—perhaps the greatest fighting game ever made for a home system. The game will be signed by Mr. Hiroshi Kataoka - Crew Chief AM R&D #2. He likes RPGs better than fighting games, apparently.



Your #1 source for Codes, Strategies, and Tactics!

ALL ACCESS

Seeing that Ringer has successfully graduated from the UGP 'School of Hard Knocks and Codemaster Stuff,' he has decided to pass the Golden Book n' Codes to me, the reader. But, even without the skillful 'Borchelli eye for the elusive code,' we'll still continue to bring you the best and hottest

cheats and tips. Just think of me as the Nancy Drew of game strategies. And now Roger has moved onto being a Hairy Boy. As for Mike... well, he's always kind of reminded me of Sean Connery, might be.

Taking a look at this month's All Access, we've got plenty to offer and they'll be even more surprises

in the coming months. So, all Ringer fans need not weep. He's still around and he's left the code section in good hands (but all hate mail must be addressed to him, appropriately). If you've got something to say to ME, then let yourself be heard at: treyus@imagine-inc.com.

RALLY CROSS

SONY CE • PLAYSTATION

Play Physics Codes

1-4 Start a new season and type in one of the following codes as the name for the season. These codes are mutually exclusive and only one may be entered per game.



Season Codes

1-2 To finish a season and unlock the associated cars and tracks, enter one of these codes when beginning a new season.

Code	Effect
vet_me.....	Win the rookie season
im_a_pro.....	Win the veteran season
wecoo.....	Win the normal, the head-on and the mixed-race seasons

Code	Effect
fat_tires.....	Makes vehicle tires wide
no_wheels.....	No tires, car just hovers
wheels.....	No car, just tires
noviscous.....	Mud, water, etc. have no slowing effect on car
banzai.....	Turns off collision with other vehicles
feather.....	3/4 Gravity
float.....	1/2 Gravity
stone.....	Double Gravity
radbrad.....	Realistic Gravity
spinner.....	Car wheels turn 90 degrees



COMMAND & CONQUER

WESTWOOD STUDIOS • PLAYSTATION

Mission Codes

1-3 Enter the following codes at the password screen to access the level.

GDI

2. B90TX0ZD0
3. 25U1E2L4D
4. KED68BDGU
5. OXL3NYYNNO
6. DU5R21DG7
7. OX3CS3D4G
8. 90GLZDf8
9. IU751QK8H
10. OYGNMYMYN
11. CR5EQMEOS
12. 3NUL60FOI
13. 4N8AN1AOH
14. 3NWD3MOFT
15. 45T7ED7G0U

NOD

2. C99FAKXW8
3. KD77OXZ7W
4. CSJM6RH3X
5. W15DASRS8
6. Y4Z7W9EOL
7. C9R67C7OW
8. OX3CSXKE5
9. 56HE53HEH
10. YNF757ZKO
11. GTJ26212A
12. CROTDBC71
13. MFYFV9DOWX



GDI & NOD
Final Password:
COVERTOPS

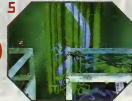
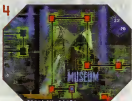


SPIDER

BMG INTERACTIVE • PLAYSTATION

Level Passwords

1-5 Enter the following codes at the password screen to access the level.



LABORATORY:

Lab Floor 1FMLC 939GP R8F3B F7KT1
Sinks CHMLC 939GP R8F3L WGT53
Lab Top 86MLC 939GP R8F3V FQ554
70's Room FW1MC 939GP R8F3B F7KT1

FACTORY:

Boxes FW1MC 939GP R8F3B DTT53
Conveyors BSRMC 939GP R8F3V TKKT1
Machine Room WDRCQ 939GP R8F3L M8S95
Tubes 8WV5L 939GP R8F3B DTT53
Mechanical Arm Boss 8WV5L 939GP R8F3G 1QJB4

CITY:

Down the Street 9WV5L 939GP R8F3L RT654
Side of Building 6SXOS 939GP R8F3L RT654
Park W9PNT 839GP R8F3B 0LVS3
Under the Street N7KB3 Y19GP R8F3V 95HR5
Along the Street N7KB3 Y19GP R8F3G GK473

MUSEUM:

Display Cases P7KB3 Y19GP R8F3B PF6C3
Volcano G7KB3 Y11GP R8F3B PF6C3
Dinosaur Bones H7KB3 Y1QFP R8F3Q XSD54
Model City J7KB3 Y1GWP R8F31 76BD1
Temple K7KB3 Y1B15 S8F3Q XSD54
Museum Boss K7KB3 Y1B15 S8F3B TQBB4

SEWER:

The Wells V7KB3 Y1B15 S8F3Q S7QC1
Along the Sewer W7KB3 Y1VBV R8F3L C1M95
Food Carton X7KB3 Y1VLN 78F31 CH1C3
Up the Well Y7KB3 Y1WV1 6QF3Q S7QC1
Ryan's World Q7KB3 Y1LDR TQD3V KCOT1

EVIL LAB:

Circuit Boards Q7KB3 Y1LDR TQD3L CQSR3
Lab Top R7KB3 Y118H 56T1W TY4R4
Hard Drives S7KB3 Y118H 56T1T CQSR3
Brian's Folly T7KB3 Y118H 56T1F NY4R4
On the Ceiling T7KB3 Y118H 56T1T C4LD1
Kip's Bonus 68KB3 Y118H 56T15 1P6C4
Brain Boss 68KB3 Y118H 56T1T MVM35

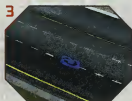
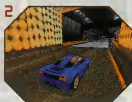


NEED FOR SPEED 2

ELECTRONIC ARTS • PLAYSTATION

Camera Code

1-4 As soon as a race is selected, hold Down L1+L2+R1+R2+X+Triangle+Square+Circle at the Start Screen until the race starts. This will allow the player to choose from 10 camera angles instead of normal 4 by pushing Triangle to select.



IMPACT RACING

ACCLAIM • PLAYSTATION

Impact Passwords

- ALL TOOLEDPUP Gain all weapons
ENDGAMELEVEL Access hidden tracks
BONUS.LEVEL Access another bonus level
I.AM.immortal Invincibility
Rabbitbadger Level Select
JOURNEYS.END Sound Test



SOVIET STRIKE

ELECTRONIC ARTS • PLAYSTATION

Invincibility Codes

Enter these codes at the password screen.

- | Code | Effect |
|------------|--|
| STRANGELUV | infinite ammo |
| EARTHFIRST | infinite fuel |
| VULTURE | double fuel mileage |
| I.AM.WOMAN | invincible chopper |
| DRBENWAY | double damage |
| FUGAZI | infinite ammo, infinite fuel, infinite attempts |
| THEBIGBOYS | infinite ammo, infinite fuel, infinite attempts, double damage |
| GHANDI | worship the chopper |
| ANGRYLOCAL | lynch the chopper |
| QUAKER | peaceful world |

NFL GAMEDAY '97

SONY CE • PLAYSTATION

More Easter Eggs

Here's a few more easter egg codes for Gameday '97. To access the Easter Egg Screen, press L1, R1, L2, R2 at the Start Game Screen.

- | | |
|-------------|--|
| ASSASSIN | Recs, no hands-on blast, injuries Up |
| ATOMIC BOMB | Explosion on severe hits |
| BLASTERS | More time to pop a receiver and knock out ball |
| BO KNOWS | Shoulder charge is juiced |
| BUTKAS | Defensive charge and hits are high |
| DEMPSEY | Longer Field Goals |
| DERVISH | Spins more effective |
| EQUALIZER | Makes all players about equal |
| GENIUS | CPU remembers 30 plays |
| IDIOT | CPU makes bad decisions |
| JUGGLER | One handed catches tip off a lot |
| LONG JUMP | Human dives are farther |
| LOUD MOUTH | Loud PA Announcer |
| MANDARICH | Offense at blocking disadvantage |
| NYSE | Swim moves juiced |
| PISTON | Jack hammer of a stiff arm |
| TOAST | Bad pass coverage |



MANX TT

SEGA • SATURN

Sheep Mode

1-5 At the 'Select Transmission' screen, press Up, Up, Down, Down, Left, Right, Z, Y. A sheep sound will indicate that the code was entered correctly. When the game begins, the player will be riding a sheep and all opponents will be sheep.



Super Bikes

Place first on each track in challenge mode to access three new super bikes.



SUPER PUZZLE FIGHTER 2 TURBO

CAPCOM • SATURN

Secret Characters

1-4 Last month PSX, this month Saturn owners can go to the Character Select Screen to access Secret Character goodness.



Play as Dan

Player One: Place the highlight cursor on Morrigan. Hold START and press Left, Left, Left, Down, Down, Down, A.

Player Two: Place the highlight cursor on Felicia. Hold START and press Right, Right, Right, Down, Down, Down, A.

Play as Akuma

Player One: Place the highlight cursor on Morrigan. Hold START and press Down, Down, Down, Left, Left, Left, A.

Player Two: Place the highlight cursor on Felicia. Hold START and press Down, Down, Down, Right, Right, Right, A.

Play as Devilote

Player One: Place the highlight cursor on Morrigan. Hold START and press Left, Left, Left, Down, Down, Down. Keep holding START, wait for the timer to hit ten and press A.

Player Two: Place the highlight cursor on Felicia. Hold START and press Right, Right, Right, Down, Down, Down. Keep holding START, wait for the timer to hit ten and press A.

Play as Hsien-Ko's Sister

Player One: Place the highlight cursor on Morrigan. Hold START, move one character to the right and press A.

Player Two: Place the highlight cursor on Felicia. Hold START, move two characters to the left and press A.

Play as Anita

Player One: Place the highlight cursor on Morrigan. Hold START, move two characters to the right and press A.

Player Two: Place the highlight cursor on Felicia. Hold START, move one character to the left and press A.

Play against CPU Devilote

To play against Devilote in a one player game, meet the following criteria:

No continuing before Stage Seven.

Defeat an opponent within one minute.

Create at least one super combo.

Have a Maximum Chain of four or more.

Maximum power gem must be at least 20 units.



COMMAND & CONQUER

WESTWOOD STUDIOS

• SATURN

Conquer Codes

Enter these codes anytime during gameplay

Nuclear Bomb A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A
Ion Cannon A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B
Air Strike A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C
Money Code Right, Left, A, B, C, Z, Y, X, Right, Left

Map Code Up, Down, Right, Left, A, Up, Down, Right, Left, A
Laser X, Y, Z, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left, Up, X
 (Note: For this code to work, the player must have the Orca VTOL (helicopter). Instead of shooting missiles the VTOL craft will now shoot two red lasers like the Obelisk Tower.)

Build Up Code Y, A, B, B, A, Down, A, B, A, Down, Up (Yabba Dabba Du) (Note: The player must possess a power plant and barracks for this code to work. Use the code to periodically access more buildings, units, and vehicles throughout a battle.)

Visceroid Code C, Right, A, Z, Y, B, Up, B, B, A (Crazy Bubba) (Note: This code will allow the player to build a toxic lab in order to build a Visceroid.)

Great Wall Cheat If the enemy is constantly sending units to attack a base, build a sand bag wall FULLY SURROUNDING the enemy's base. The AI will not progress further than the wall, and therefore the enemy will be unable to attack or get tiberium. Build up forces for one mass attack to destroy the enemy.



BLOOD

GT INTERACTIVE • PC

Cheat Codes

Type 't' and then enter codes as messages would entered in multi-player mode.

honz.	gives all shareware weapons, unlimited ammo and dual weapons mode
calgon	level warp
capinmyass	god mode off
clarice	gives 100 health
cousteau	gives 200 health
edmark	shows 'ahhh...those were the days.' toggles no clipping mode
ova galli	super drunk mode
fork broussard	gives the super jump powerup
funky shoes	grants full map
goonies	grants full armor
grinsold	gives all shareware weapons and unlimited ammo
hongkong	toggles god mode
i wanna be like kevin	gives all shareware weapons/ammo (limited)
idaho	drunk mode
jojo	kills you
kuorkian	gives all keys
keymaster	sets you on fire (very deadly)
krueger	gives all shareware weapons and unlimited ammo
lara croft	level warp
mario	sets you on fire (very deadly)
mogee	gives all inventory items
montana	god mode
mpkfa	god mode
nocapinmyass	grants temporary limited invisibility
onering	displays frame rate (didn't work for us)
rate	gives all inventory level warp
satchel	gives 200 health
spielberg	turns the screen black, fades back dual weapons
spork	shows 'I will not cheat.' repeatedly
sterno	
tequila	
voorhees	



With weapons like these, who needs enemies?

CODE MONKEY

CODES & MONKEY PRIZES...

He's free...

I'M FREE!!! That's Right, code minions, this month **ULTRA GP** has a new Team Member, which means that the Golden Banana has finally been passed on from I, Roger 'Banished to Hell' Burchill, to Francesca 'The Unsuspecting' Reyes. All future Code Monkey (a.k.a. Code of the

Month) submissions should be sent to Francesca at : All Access, **ULTRA Game Players**, 150 North Hill Drive, Brisbane, CA 94005 or e-mail the new Code Master at freyes@ultragp.com. Be sure to include your name, address, and what game system you own.

All PlayStation and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of Interact Accessories, Inc. Future Code Monkey winners who own an N64 will also receive a GameShark for their system, but unfortunately, N64 GameSharks are not yet available. **ULTRA Game Players** reserves the right to substitute a prize of equal or greater value for N64 owners until such time that N64 GameSharks become available. PC owners won't get jack! No, no, just kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of **ULTRA Game Players**.



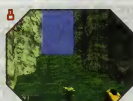
TUROK

ACCLAIM • NINTENDO 64

Dino Cheats

1-8 Enter these codes in the 'Enter Cheat' menu.

Code	Effect
BLT5ARFND	Unlimited Ammo
CMGT5MMGGTS	All Weapons
DLKTR	Pen and Ink Mode (black and white lines)
DNCHN	Dana's Cheat (small enemies)
FDTHMGS	Show the Credits
FRTH5THTRLSCK	Infinite Lives
GRGCHN	Greg Mode (Robin's Cheat, except no invincibility)
RBNSMTH	Robin's Cheat (invincibility, all weapons, unlimited ammo, big head, credits)
SNFFRR	Disco Mode (strobe lights and dancing enemies)
THBST	Gallery (view, scale and rotate all 3D enemies)
THSSLKSL	Spirit Mode (invincibility, slow-moving enemies)



CODE MONKEYS:

Garrett Gouch & Matt Williams,
Memphis, TN



MEGA MAN 8

CAPCOM • SATURN

Animation Test

To access the Animation Test and extra voices in the Voice Test mode, highlight 'Bonus Mode' on the start screen. Then, hold Down the Left Shoulder Button and the Right Shoulder Button simultaneously and press START. The animation test will now be available to watch all the FMV segments in the game (including the ending). The Voice Test will also have voices for all the Bosses, including Cutman and Woodman.



GAMESHARK CODES

NOTE • YOU MUST HAVE A GAMESHARK TO USE THESE CODES.



Battlestations lets you take command of the high seas!

SATURN

Command & Conquer

Master Code f6000914c305
b60028000000
Infinite Money 1608be1affff
1608be1cffff

Die Hard Arcade

Master Code f6000914c305
b60028000000
Infinite Credits 1609fd74f100

Doom

Master Code f6000914c305
b60028000000
Chain Gun 160893b60001
Infinite Bullets 160893ca0367
Infinite Shotgun Shells 160893ce0367
Red Key 1608937a0001
Yellow Key 160893800001

Mega Man 8

Master Code f6000914c305
b60028000000
Have Flame Sword 160361f00100
Have Ice Wave 160361f100100
Have Thunder Claw 160361ec0100
Have Tornado Hold 160361f40100
Infinite Flame Sword 160361fe2800
Infinite Ice Waves 160361f22800
Infinite Thunder Claws 160361ee2800
Infinite Tornado Hold 160361f62800

NBA Live '97

Master Code f6000914c305
b60028000000
Away Team Scores 0 1609d1760000
Home Team Scores 0 1609d0760000

PLAYSTATION



Battlestations

Infinite Health - P1 800c368c0064
Infinite Health - P2 800c39bc0064

Command & Conquer

Infinite Funds 8011b964ffff
8011c04cffff

Cool Boarders

High Stability 801827a40000

Crypt Killer

Infinite Bombs - P1 800fc17a0009
Infinite Bombs - P2 800fc1600009
Infinite Health - P1 800fc1740005
Infinite Health - P2 800fc1600005

Mechwarrior 2

Infinite Ammo 800d12de0064
800d12fa0064
800d13160064
800d13320064
800d134a0064
800d136a0064
800d13860064
800d13a20064
800d13be0064
800d13da0064
Never Overheat 800d12680000
800d126c0000

Mega Man 8

Flash Bomb 801b1eb40001
Homing Sniper 801b1ec00001
Ice Wave 801b1ebc0001
Infinite Flash Bombs 801b1eb62800
Infinite Homing Snipers 801b1ebc2800
Infinite Ice Waves 801b1ebe2800
Infinite Water Balloons 801b1ec62800
Water Balloon 801b1ec40001

NBA Shootout '97

Away Team Scores 0 800b3e3c0000
Home Team Scores 0 800b3e380000

NCAA Final Four '97

Away Team Scores 0 801ef50c0000
Home Team Scores 0 801ef50d0000

Tigershark

Infinite ECM-9000s 800bff500013
Infinite EMP Torpedoes 800bff440013
Infinite Gatling Ammo 800bff3801ff
Infinite Lives 800847980003
Infinite MK-65s 800bff330013
Infinite MK-77s 800bff420013
Infinite MK-90s 800bff460013
Infinite SM-19s 800bff480013
Infinite SM-25s 800bff4a0013
Infinite SR-70s 800bff4c0013
Laser Never Overheats 800bff3a07d0

IMPACT RACING

ACCLAIM • SATURN

Impact Codes 2

I.A.M. INORTAL Invincibility
LOADS OF STUFF Unlimited Ammo





BLAST CORPS: THE FIRST EIGHT MISSIONS

RARE • NINTENDO 64



Simian Acres

This first level is pretty simple. There's a hidden bonus race car that you can take out for a spin here, but it's suggested that you stick with the Ramdozer. Buildings crumble like stale bread here, so you shouldn't have any problems clearing a path.



J-Bomb

This level speaks for itself. The J-Bomb suit must be used to demolish seven skyscrapers within six minutes. The faster this is accomplished, the better rating you'll receive. A good way to do this is aim for the center of the structures and then squash them like a house of cards. No problem.



Sideswipe

Another self-explanatory mission. The Sideswipe vehicle is a little tricky and can get frustrating. Sometimes it'll destroy the buildings and sometimes it won't. Make sure you have plenty of hydraulic refills for the Sideswipe or you may find yourself operating a useless vehicle. Refills can be found throughout the level in little blue boxes. Destroy six buildings in one minute and you should be okay.



Blackridge Works

Here you have the option of using either the Ramdozer or the Cyclone Suit. You'll have to hunt down the Cyclone Suit if you want it, so we recommend using the dozer instead. Follow the trail of RDUs until you reach the group of buildings that must be destroyed. Some buildings, like the saw mill and silos, are pretty tough. Keep ramming them and you should be clear in no time.



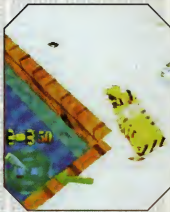
Backlash

The Backlash must be used to destroy three measly buildings in six minutes. This may seem like an eternity, but the Backlash is the toughest vehicle in the game to get accustomed to. Here's a hint: follow the arrows and skid along their path. This should swing your back-end into the structures. Repeat until everything's obliterated. If all goes well, you'll have the mission completed with five minutes to spare and earn a promotion as well.



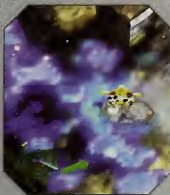
Carrick Point

Take the Sideswipe out for a roll! First follow the RDUs and collect plenty of hydraulic refills. Then head for the wharf and destroy the structures there. Finally, head toward the oil refinery and take care of business. Be patient, you have plenty of time to complete this mission. Don't bother finding the Ballista or Thunderfist, they're just a waste of time.



Havok District

Use the Skyfall and follow the RDUs until you reach the J-Bomb. From there, the J-Bomb should provide you with a enough power to take out the rest of the buildings. Once again, aim for the center of the structures and everything should run smoothly. Oh, and don't forget to enter the big rig to complete the level.



Argent Towers

This one's pretty tough. Instead of spending valuable time searching for the other vehicles, we recommend you just take the Backlash and get to work. Some of the two and three story buildings are incredibly tough, but if you use the skidding technique with the back-end, you should be able to make it through the level with plenty of time to spare.



Network

CONNECTION



Just when you thought it was safe to check out the back of the magazine, here comes the Network Connection. We at UGP pride ourselves on the ability to answer any question, no matter how strange or bizarre. Hell, we'll even answer questions that relate to games. That's just the kind of folks we are!

Start sending in those Game Ideas again, folks! Because you said it was one of your favorite sections, we're bringing it back, so please stop the death threats, OK?

If you have any compliments, criticisms or complaints, or game ideas, we want to hear about it. Just drop us a line at the address below.

ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

LETTERS FROM OUR READERS...

Misogyny?

It has become apparent that you guys have something against women as heroines in games. Numerous readers of your magazine have been asking about a possible *Sailor Moon* videogame. I was one of the people who e-mailed you and asked about a *Sailor Moon* game in the United States. You wrote back and said it wouldn't happen, which I think is unfair.

I will point out that you said that it isn't in the works, but I don't think that people want to spend \$55 to \$75 dollars on a mail order game, so would you please consider making a *Sailor Moon* RPG or Fighting game?
Dr. Joshua Lawrence Curtis
Penns Grove, NJ

FRANK>>> Not only do we have nothing against women as lead

videogame characters, a quick poll suggests that quite the opposite is true. Favorite games around the office include *Tomb Raider*, *Super Metroid* and *Resident Evil*, all of which feature strong, original women as the lead protagonist. The fact that they all have unfashionably huge feminine attributes is largely coincidental.

Now if we could make a game based on *Sailor Moon*, we would, but we are a magazine publisher and we don't make games. We just make a fuss about games. There are several *Sailor Moon* games available in Japan for various formats. Why haven't they been released in the US? We don't know. Anyway, it's not our fault and we like women.

Doomed systems

I have a few questions for Roger:

1. Are there any codes for the 32X version of *Virtua Fighter*?
2. Is there a version of *Doom 2*, *Ultimate Doom*, or *Final Doom* for the Macintosh?
3. I heard that there's going to be a sequel to *Primal Rage*. Is this true? If so, what systems will it be for?

Oh yeah, I was the one who sent the purple, bloodsucking beers from Mars to your door, so you better hurry up and answer these questions, or else...
Micah 'the Dooms' Utant
Borborough, MA

ROGER>>> First of all, I don't care what color or what type of beer you send to me, if beer comes

into this office, it ain't gonna get past Bill. As for your questions:

1. The last guy who asked me for 32X codes got thrown into the Bay with his 32X chained to his leg. Let me tell you, just like the sales of the 32X, that guy sank like a rock! There are codes for VF 32X, but you'll need get one of our back issues to find them.
2. Since we only cover PC games and not the Mac, I could be wrong, but I did hear something about the Macintosh being Doomed.
3. The only *Primal Rage* sequel I've heard of is for the arcades, but if it sucks in the arcade, you can probably bet that it will show up on the PlayStation someday.

Gambling fever

What the heck ever happened to casino gambling games? I personally loved *Vegas Stakes* and *Caesar's Palace*. This is a dying genre that I love, so please tell me someone has revived it. Are any new casino games coming out for SNES, PSX, or N64?
Mr. Reno
Louisville, KY



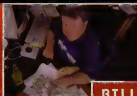
The ULTRA GP crew asks the questions: Hey kid, give us all of your lunch money! Hey, that's not a question! Owt

It feels so good when I stop...



FRANK

PLUG IN & MEET THE TEAM:



GILL



ROGER



MIKE



FRANCESCA

My ears are freezing!

It works better with the TV on...

How do you spell 'tch'?

Hey gang, I'm not a veg head!

FRANCESCA>>> I guess since you can't actually win money playing 'em, they didn't prove too popular. Check this out though: Gametek has just announced it'll be converting TV game shows, like Jeopardy, to the N64. You could always bet money on that... if it's permitted in your state. And for minors. That would be some messed up state though, huh?

Hot to trot

Last year, I started taking Tae Kwon Do. A month later, I saw a girl that was so pretty, I fell in love right away. Soon, everything she did made me like her for herself. Her brown hair and great smile didn't hurt.

The problem: I'm 14 and she is 17. I would ask my dad, but he would start the 'birds and the bees' crap that I have known since I was five (thanks to Nasty Norwegian Nudes: Volleyball Edition). So, what do I do, guys? Michael Gordon
Two Rivers, WI

MIKE>>> I don't usually provide help for the lustful and hopeless (at least not for free, but by dialing 1-900-Ask-Mike, I can help you all!), but I'll give you a freebie. Give it up! She is 17, so why on earth we should want to waste her time on an underaged child like yourself, when she could be dating guys with cars? Trust me on this and save the 17 year olds until you're in your 20's.



Say what???

Gern geschehen, Bill! Bitte sehr! Zah ein Knab ein roslein sprong? Ich bin ein maus! Main arm ist ein stuck von nudel. Sind siegluecklich? Ich bin. Ich bin unbedingt zornig! Ich denken das mein kopf ist hart! Ist mario's kopf hart? Ist konnte sein. Ich glauben verbandzeugs sind besetzt! Ich geniessen fruhstuck! Ich geniessen bier, auch! Chinese Wedding Boy
Halifax, N.S. Canada

BILL>>> Uh... OK... Well, as near as I can figure, Chinese Wedding Boy here is a hard-headed mouse with an unbending zornig (Admit it, we've all had this problem at one time or another). While this problem is a source of unending shame, at least his glob is beset with handsaws. Fortunately, his genie sends him beer. Thank God I only have to answer the normal letters...

Just ask Frank

Hola! I have a few questions:
1. In my Mario Kart 64 Instruction Booklet it says and I quote:

'Going through the tunnel on Kalimari desert is dangerous, but it is a shortcut...' I went through the tunnel and found no short cut, could you direct me to it?

2. I was excited about your last issue which had coverage on Street Fighter II. Will this game be released for the N64?

David Podhaskie
Valley Stream, NY

FRANK>>> Hola back, David,
1. The tunnel is the shortcut. It's just a bit faster than going on the road. Of course, it's dangerous, because if you time it wrong, you'll hit the train.
2. Word has it that Capcom is working on a 64DD Street Fighter game, but SFIII may be pushed in favor of some kind of 'collection' featuring characters from all the SF games.

HA HA! MY EARS ARE WARM, YOU SUCKERS!



Top Left: Mike Salmon: the only remaining UGP guy with long hair...
Top Right: Doom: more of the same... Yehaw!
Center: Street Fighter II: Coming to the N64?
Bottom Left: The UGP Fan Site Of The Month!
Bottom Right: Chinese Wedding Boy: With fans like this, we're all gonna end up on the Funny Farm real soon!

VISIT OUR WEB SITE:

[HTTP://WWW.ULTRAPG.COM](http://www.ultrapg.com)

frank:roc@gameplayers.com

bill:bdonohue@gameplayers.com

mike:msalmon@gameplayers.com

roger:rburchill@gameplayers.com

francesca:freyes@gameplayers.com

<http://www.ultrapg.com>

Get a life

This is for Roger. I like strategy games and one of my favorites is *Romance of the 4 Kingdoms*. I wanted to know if they are going to make the fifth one. If they do, tell me when.

Vinh Le
Quincy, MA

ROGEEA>>> Well Vinh, it wouldn't surprise me if Koel came out with yet another incarnation of this game. I think Koel actually has a list of names of the millions of Japanese and the six Americans who buy ROTTK games, so you can bet they'll make just enough to sell to each one of you. But frankly my friend, I am concerned for you. Normal people weren't meant to play games like ROTTK. Look out your window. See that biped walking down the street? That is a girl. Approach her, and if she doesn't run away, talk to her. Trust me, you'll like it.

New beginnings

I can't live without your mag. I have some questions also:

1. In the beginning of *Twisted Metal 2*, Specter was talking with a girl in front of his car. In the other beginning, Calypso was talking with Sweet Tooth. Can you tell me what it means?
2. One time I was just pushing but-

tons and a secret car screen appeared, but I couldn't see the car or the car's name, because the cars were invisible. Do you know how to get that screen again?

Ivan M.
National City, CA

FRANCESCO>>> 1. That crazy Specter — he was discussing the price of candy in the Nineties. It used to be cheap and hard-boiled, like Jujubes and lemon drops. Although it's tough to buy 'em nowadays, old ladies keep them in hair-filled paper bags and give 'em out at Halloween. Hair-covered, pepper-flavored stale candy is not a good thing. And that's how the conversation went...

2. Lock yourself in a dark room and try it again. Or wrap your face in bandages and put on a tador hat and sunglasses. That way, you'll be invisible, too.

Big bucks

It seems that lagging sales and lack of a strong game library is hurting the Saturn in a big way. As an owner of one, I am concerned about this because the Saturn 2 looms on the horizon and its launch may mean that the original will soon be forgotten. Does this mean that I'm going to have to buy a completely new system, or will the



Well, Vinh, here's your dream come true! Find the secret message and win a ROTTK Mystery Prize! Really...

Saturn 2 be compatible with the first system?
Derrick King
Bronx, NY

MIKE>>> There have been a host of rumors circulating about Saturn 2, codenamed Black Belt. The Black Belt is tentatively scheduled for a Christmas '98 release and there has been no indication that it will be backward compatible. Put simply, the Saturn will be forgotten, but so will the PlayStation, the N64, and the Pentium Processor. The only way to keep up with this business is to keep forking out the money for the next big thing.

He really cares

I have Mario, Sonic, and Crash. One dies every sales quarter until *BurgerTime* is re-released. Tired of Walling, Wometsdorf PA.

BILL>>> Oh, the horror. Please don't do anything desperate. I can get *BurgerTime* re-released sometime in late 1999. Until then, don't load that handy shotgun and have it accidentally go off two or three times. Pay no attention to this razor sharp knife that's been dipped in poison, either. And just forget about these grenades that I'm

casually setting down right next to this roll of duct tape. It would be a shame if they happened to accidentally go off while taped to those three suckers... I mean, victims. Oh, the horror...

Blood drive

I am Jubel Mtagami, the super Vampire Videogame Dark Lord of Nintendo. I'm just writing to let all off you know that I'm watching you!!! Ha Ha Ha!!!
Jubel F,
New Martinsville, WV

FRANK>>> Yeah, you think you're watching us, but if you'd care to look out of your bedroom window, you might see a light colored, nondescript van. Inside lurks the entire UGP covert action squad, a band of highly trained vampire killers who're just waiting for a chance to kill anybody who might be a bloodsucking freak. If I were you, I'd stay indoors for a while, fang boy.



Hey, Ivan, the next time you're playing *Twisted Metal 2*, try doing it with your eyes open. We guarantee the results!

ASK THE INDUSTRY



1. Will you continue to port some of your more popular Japanese games to the U.S.? You know, like *Virtual On*?

Yes, we will continue to develop and port popular arcade games for the Sega Saturn. Our line-up for this year will include a number of arcade translations including *Die Hard Arcade*, *Fighters Megamix*, *Last Bronx*, and *Touring Car*.

You ask the questions, the experts answer

2. I've heard from several sources that Sega Of Japan will once again design and develop *Iron Storm II*, and that Working Designs will port the game to the United States. Is this true? Are Sega's dealings with Working Designs exclusive?

Iron Storm 2 has already been developed and released by SOJ in Japan. SOA had reviewed this title a couple months ago and decided not to bring it to the U.S. We know that Working Designs was a potential publisher since they published the original *Iron*

3. How will you be able to port Model 3 arcade games to the Saturn? Will it be made possible with an attachable upgrade unit? Possibly in the form of a memory cartridge?

Some in the industry said the original *Virtual Fighter* could never run on a home console. We proved that it could with Sega Saturn. The Saturn has a large amount of untapped potential and we will continue to utilize it to provide gamers with the best arcade-to-home games possible.



Storm, but I don't know if that deal has been finalized. You'll have to ask Working Designs about their plans for exclusivity.

THE JADED GAMER

Now that summer is getting started and the heat wave is kicking in (especially for those of you on the East Coast...), let me give you all a brief respite from the weather by talking a little bit about *Cool Boarders*. This game gives all of us indoor types the thrills of surfing down a steep, icy mountain, while dodging trees, making sharp hairpin turns and surviving fantastic leaps across unfathomable chasms. And let's not forget the crashing! What fun is any kind of snow activity game if it doesn't include lots of limb-breaking, butt-freezing crashes? In fact, I wanna tell you about just such a crash that really happened to old JG (don't gripe, you knew this was coming...).

Up by the familial homestead there is a hill. No, not just any hill; this hill went by the name of 'Eskimo Hill'. And the legend of the hill said that if anyone ever tried to slide all the way down from the top, they'd break the sound barrier and end up wearing their internal organs on the outside. So, of course, we had to try it...

Three of us made the ascent that freezing morning: myself, my cousin Wide

Walter, and my Uncle Jack, whom we'd always thought of as 'normal'. We were wrong about that...

We reached the summit and climbed above our inner tube. For those of you who are thinking 'An inner tube?', let me explain. An inner tube is just as fast as a snow board, but without any kind of steering ability. And since our family motto has always been 'Guidance! What the hell is that?', an inner tube seemed to be the correct vehicle for our record shattering attempt.

Suddenly, we were moving. Uncle Jack was seated in the middle, while Walter and I had taken positions along either side. It was like being duct taped to a rocket. I'd never felt such a sensation of raw speed in my short life before.

Suddenly, over the hollow roar of the tube screaming over the ice, I heard a faint 'Hey, what the hell are you doing?!!'. I looked over to my left and, to my horror, 'Normal' Uncle Jack was prying Wide Walter's hands of the inner tube, laughing the

whole time! With a final 'No!!!', Walter was gone. I could see him bouncing like a beach ball behind the tube, growing rapidly smaller and smaller.

'Way to go, Uncle Jack!', I yelled, looking up and smiling. 'That was a good one!' Uncle Jack didn't say anything. Instead, he looked down and started laughing again. 'This one's for you, Billy!' he screamed and pushed me off the speeding inner tube. Bluewhitebluewhiteblue white, blue, white, blue, white, blue, white... blue... white... is the only way I can



describe what happened next. That, and the numbing realization that I had about a half ton of freezing snow in my pants. It took an hour to crawl down the hill...

Sounds like fun, huh? Well, if you can't get to Eskimo Hill and you don't have an inner tube, try *Cool Boarders*. Just don't play it with Uncle Jack.

Malicious ramblings from the man who's played it all

After reading all about the Jaded Gamer's family, many of you are getting a mental image of The Addam's Family. Well, you're pretty close, except for the Lurch part. We didn't have a butler...

Top Left: *Cool Boarders*: No, this is NOT 'Normal' Uncle Jack...

Top Right: Roger Burchill discovers tiny writing on his controller!

Center: *Cool Boarders*: Where the hell is the inner tube?

Bottom Left: *Burger Time*: A comeback could save the mascot!

Bottom Right: Sega is in our 'Ask The Industry' spotlight this month.

FEAR ME
AND MY
INNER-
TUBE!

4. With force feedback joysticks making a big impression on the PC scene, and Nintendo and Sony showing up with solenoid 'jolting' devices for their controllers, does Sega have any plans to produce a similar device for its analog controller?

Sega is constantly looking at new technology and certainly such a device is interesting. If you look at the design of our analog controller, you'll notice that it's open ended, allowing the possibility of throughput. In other words, letting you plug other stuff in. Right now we have no plans to announce a solenoid feedback device, but like I said, new stuff is always on the horizon.

**Solenoid coils are basically pieces of metal that react under very mild electric current to produce movement. Since the reaction is analog, degrees of movement can be applied — giving reasonable force feedback.*

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.



Hey, this ain't the Summer Of Love!

Bummer, man!

I'm stuck. I can't figure out how to best the black blob inside the wind fish's egg. I really need this answer. Billy With
Pittsburgh, PA

BILL>>> You know, Billy, I had that same problem back in the '60s and I thought I really needed to know the answer, too. But then the tranquilizer dart kicked in and the question lost its significance. Just tell me where you're at and I'll call 911, OK?

The very first

I don't know if I was clear with my question when I called you. I would like to know the month and year of the first issue of Game Players Magazine. I need this information for back issue purposes. Please contact me as soon

as you can. I appreciate your cooperation. By the way, you put out one excellent gaming magazine. Christopher L. Sams
Smyrna, GA

BILL>>> Well, Chris, the very first issue of Game Players was published way back during the winter of 1988 and it was called 'The Game Players Guide To Nintendo'. As you can see here on the cover, the reviewing staff was really, really young and apparently all they cared about was Nintendo, which isn't a bad thing at that age. Of course, now we have people on the staff who

are old enough to drink and vote, and all they care about is Nintendo. We're still not sure if that's a good thing or not... We became just Game Players the following year, as shown in the pic of the November 89 issue. Sadly, you can't order this issue from our Back Issues page and I'm not parting with my copy for any amount of money!

SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

HEY, I CAN SEE MY BRAIN...

FAN SITE OF THE MONTH

NINTENDO 64 CENTRAL

<http://lunartide.com/geo/m64central/>

Being one of the newer kids on the block, Nintendo 64 Central has worked hard on its image and now it's beginning to pay off. Not to be overshadowed by other N64 sites, N64 Central relies on its forte of daily updates to keep it ahead of the pack.

The layout is the first thing you notice. All the content pages are accessible from the main page and the latest updates are slapped right above. Your standard news, reviews, and previews are all here, but there's also other things, like galleries, polls, and cheats. These sections of the site aren't as frequently updated, but they still add to the overall enjoyment of the site.

Nintendo 64 Central is a very solid site. Send your fan-site ideas to:

jmontes@gameplayers.com



1. You even an N64? This place is for you. 2. Vote for your favorite N64 games here. 3. This is where cheats from Mario to ThruK are found. 4. One of the neater places showcased on N64 Central is its gallery.

Top Left: Frank O'Connor: What if he wants to touch it? Top Right: We became Game Players magazine! Center: The very first issue! Bottom Left: Our Fan Site Of The Month — N64 Central. Bottom Right: The Nintendo 64



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In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

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Next Month

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THE NEW WAVE!

While everyone relaxes with their PlayStation, N64 and Saturn, Neo Geo and M2 are quietly creeping back on the scene. We'll take a look at *Samurai Shodown 64* and a more in-depth view of *D2*, M2's killer app. Plus: A

huge preview of the goodies expected to debut at the impending E³ show.



Plus! New N64 games, a new generation of PlayStation titles (just wait until you see *Blasto...*) and crazy new Saturn stuff. And as if all that wasn't enough, we'll have a whole new way of presenting cheats and strategies (making us the number one source of gaming goodness), special offers, contests, random wackiness, and we're bringing back the Reader's Game Idea column. Start holding your breath... NOW!



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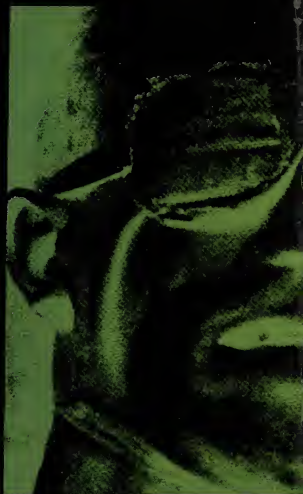


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